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CONTENTS









WELCOME

to an entire magazine devoted to the brand new Game Boy Color from Nintendo!

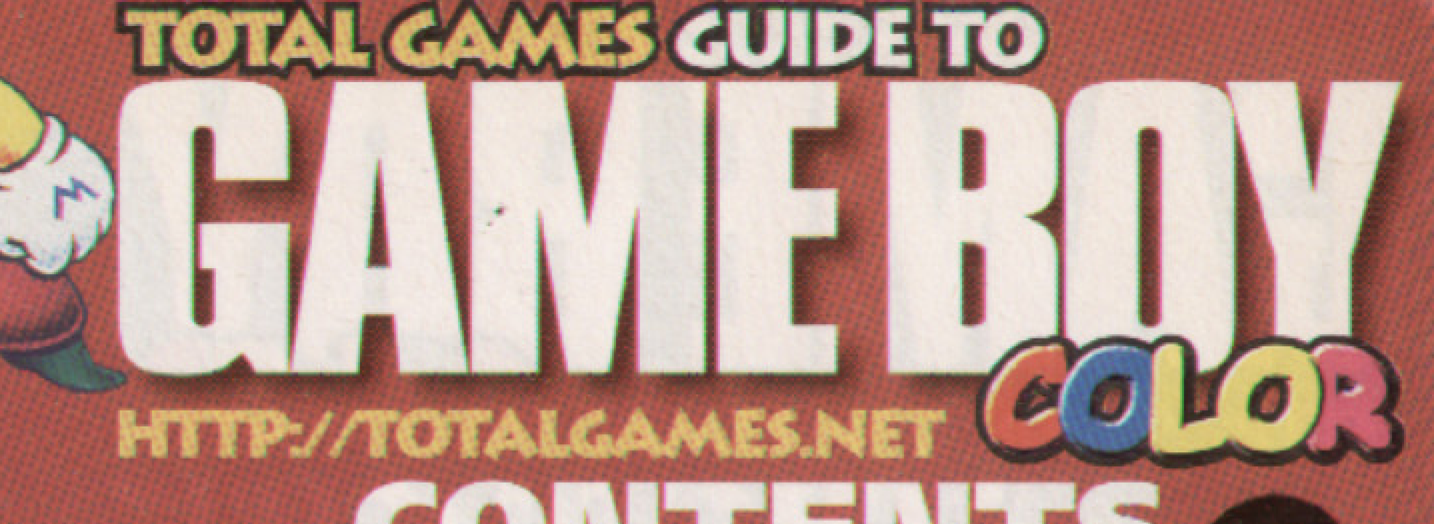
If you haven't got one of the new Game Boys yet – what are you waiting for? Nintendo's latest hand-held is the ultimate fashion accessory, with a much improved full colour screen giving you perfect picture quality regardless of the lighting conditions. You also get an infra-red port on the top which allows you to trade characters, weapons and even secrets with other GB Color owners.

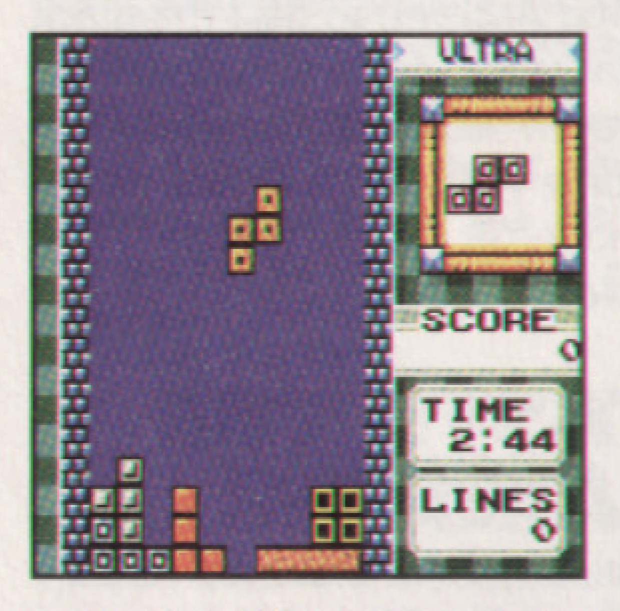
This magazine is designed to act as a buyer's aid if you're thinking about getting one of the new Game Boys, and also as a guide to the software being released for it. Let me know your comments.

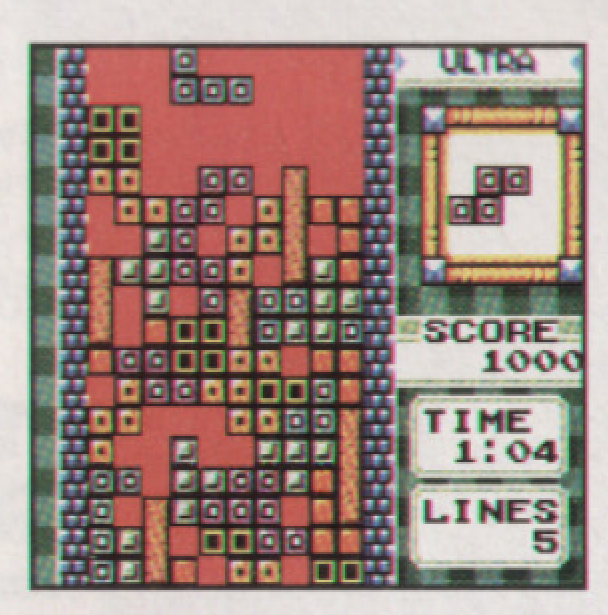
By now you may already have a GB Color in your Christmas stocking and if so, congratulations – a whole new world of portable gaming awaits you. Enjoy!
Damian Butt

FEATURES

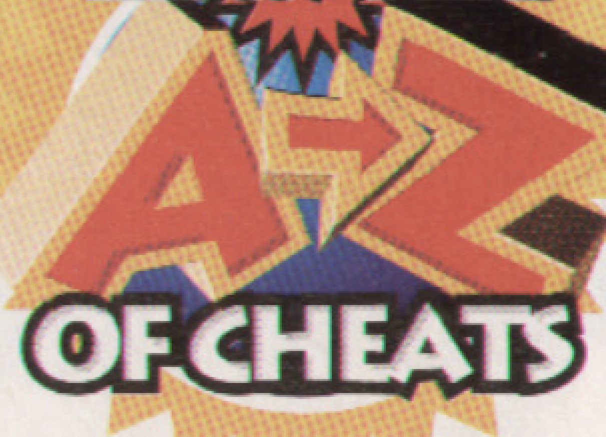
REVIEWS











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INTRODUCING... THE GAME B

THE MONO Game Boy has for a decade been the hand-held of choice for millions of gamers, despite a number of battery-guzzling colour hand-held rivals including Sega's ill-fated Game Gear and the superb Atari Lynx. With a black and white catalogue of well over 1,000 games, Game Boy fans have long fancied a colour version of the world's leading hand-held unit, and as far back as 1991 speculation about a Game Boy replacement was rife. And yet, so that the black and white technology paid its way, it has taken Nintendo some years to supersede the mono GB with its glitzier colour cousin.

TASTE THE RAINBOW

Game Boy's world turned colour on November 23rd 1998. It's a slimmer, sleaker and more up-to-date look, a fashion statement for the end of the decade as much as a new gaming experience. Available in two curious colour variations: purple and clear purple, it's designed to appeal to both male and female gamers, and makes the dull grey Game Boy look as sad and dated as a brown Austin Allegro with contrasting beige plastic interior at this year's Motor Show.

The features make impressive reading, with 32,000 different colours available, Game Boy Color gives game developers a wealth of colour variations, achievable through a reflective LCD screens manufactured by Sharp, which dispenses with the battery ravenous backlit technology used by the Game Boy's rivals. The result is a bright, colourful picture that can be viewed in direct light, even if you're on the beach on a particularly sunny day. There's no contrast control on Game Boy Color, because the new screen is visible so long as there is a light source, so manhandling your cherished palm pleaser under the duvet is out.

Every game designed for the old Game Boy or Game Boy Pocket will be compatible with Game Boy Color. Although the myth that all Game Boy games were actually colour is exactly

NITIAL LAUNCH, THE
HAND-HELD GAMES
T TO ENTER A NEW
UL ERA...

OY COLOR

▲ Based on the animated series and not the film (oh dear), Men in Black makes full use of the GB Color's palette. Yes it's another platform game.

that, a myth. However, when a regular Game Boy game is inserted into Game Boy Color, the game transforms into various hues and shades, similar to what happens with a Super Game Boy. Although there's only ten colours available with the old games, gamers can select their favourite colour combination from a selection of 12 different palettes. Older titles will not have as many colours as games designed specifically for Game Boy Colour, but its certainly more attractive to look at and shows seemingly improved definition and tone.



▲ Twouble starring Sylvester and Tweety is just one of the new colour titles on the way in 1999. It's a new age of Game Boy gaming!

10 THINGS YOU DIDN'T KNOW ABOUT GAME BOY COLOR

1 Despite the colour screen, the new Game Boy Color forces just two AA batteries to last for up to 25 hours!

2 The tiny colour screen displays 56 colours from a palette of 32,000.

3 You will only be able to get the GB Color in purple to begin with, but other colours will follow.

4 Each GB Color has an infra red port at the top which can be used to trade characters and weapons to other players with the same game.

5 All Game Boy games work with the GB Color, but only a select few are programmed to use the full colour mode.

6 The new GB Color weighs just 138 grams.

7 There are three types of Game Boy games: Monochrome (all existing Game Boy games), Dual Mode (works on both types of Game Boy) and Dedicated (full colour – only work on Game Boy Color).

8 In all there are well over 400 games available for the Game Boy – more than any other console.

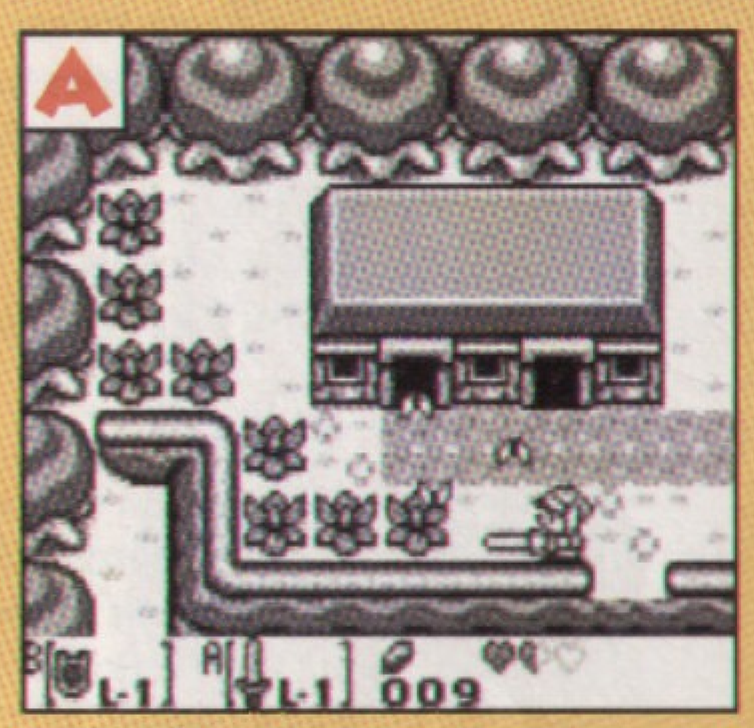
9 There is no contrast control on the new Game Boy Color because the screen works perfectly in all conditions except darkness!

10 There's one out there with your name on it – go out and find it

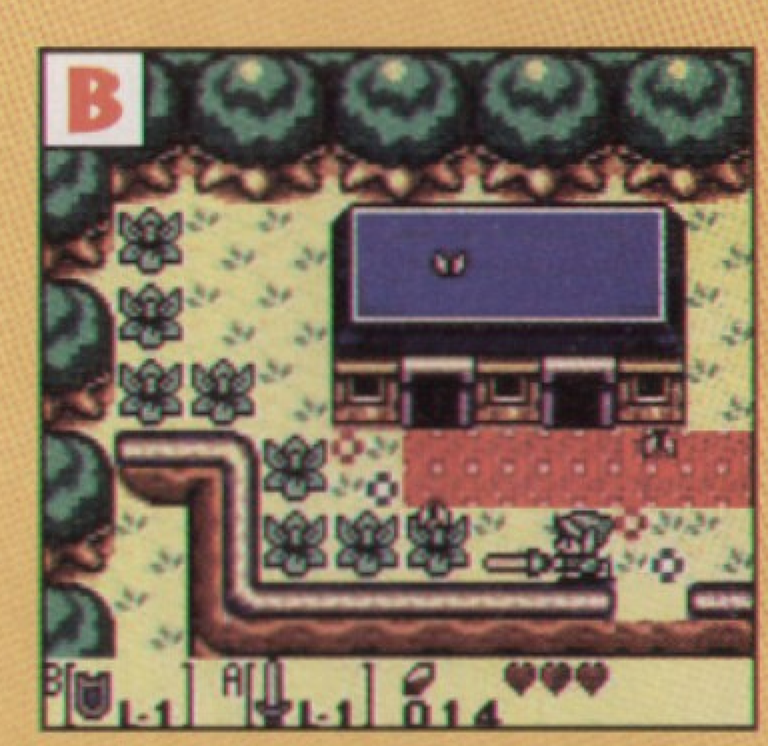
COLOURS!

SO MANY COLOURS!

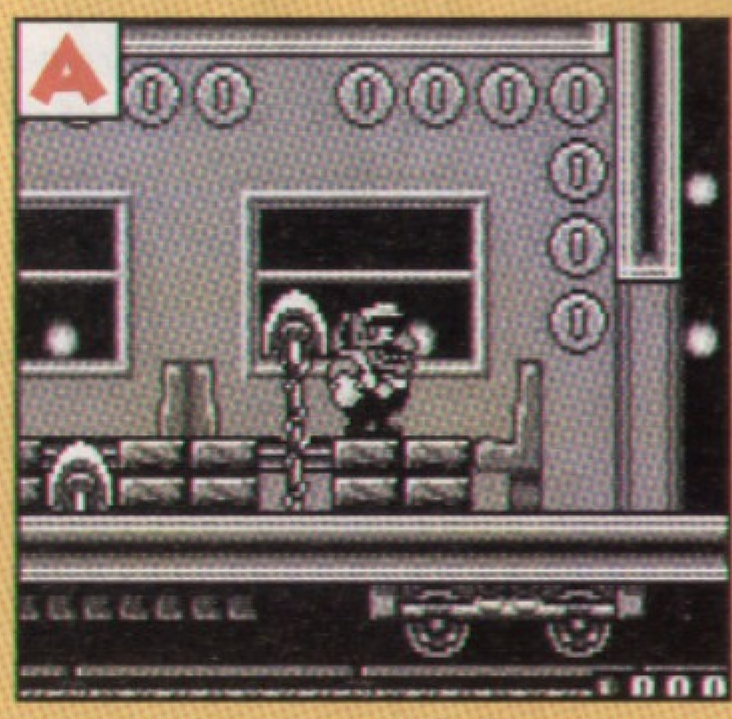
Once you've seen the new Game Boy Color in action, it's hard to see how you ever managed to get by with crappy old black and white. The difference in quality is astounding, and whilst the screen is slightly smaller, it actually feels larger because of the improved definition. To show you just how radical the new hand-held is, we've lined up some comparison shots of the same game in colour and monochrome. Makes you want to go out and buy one right now, doesn't it?



▲ **It's Link's Awakening, but oh dear, this is a bit dreary – is it foggy out?**



▲ **That's better – 52 colours from a palette of 32,000. What a difference!**



▲ **Warioland II in black and white-o-vision – detailed, but not very inspiring.**



▲ **Bingo! Now with the added hues Wario can be seen as he was meant to be.**




▲ **For these girls the new Game Boy Camera has changed their lives and caused them to smile uncontrollably.**

BIGGER, BETTER FASTER

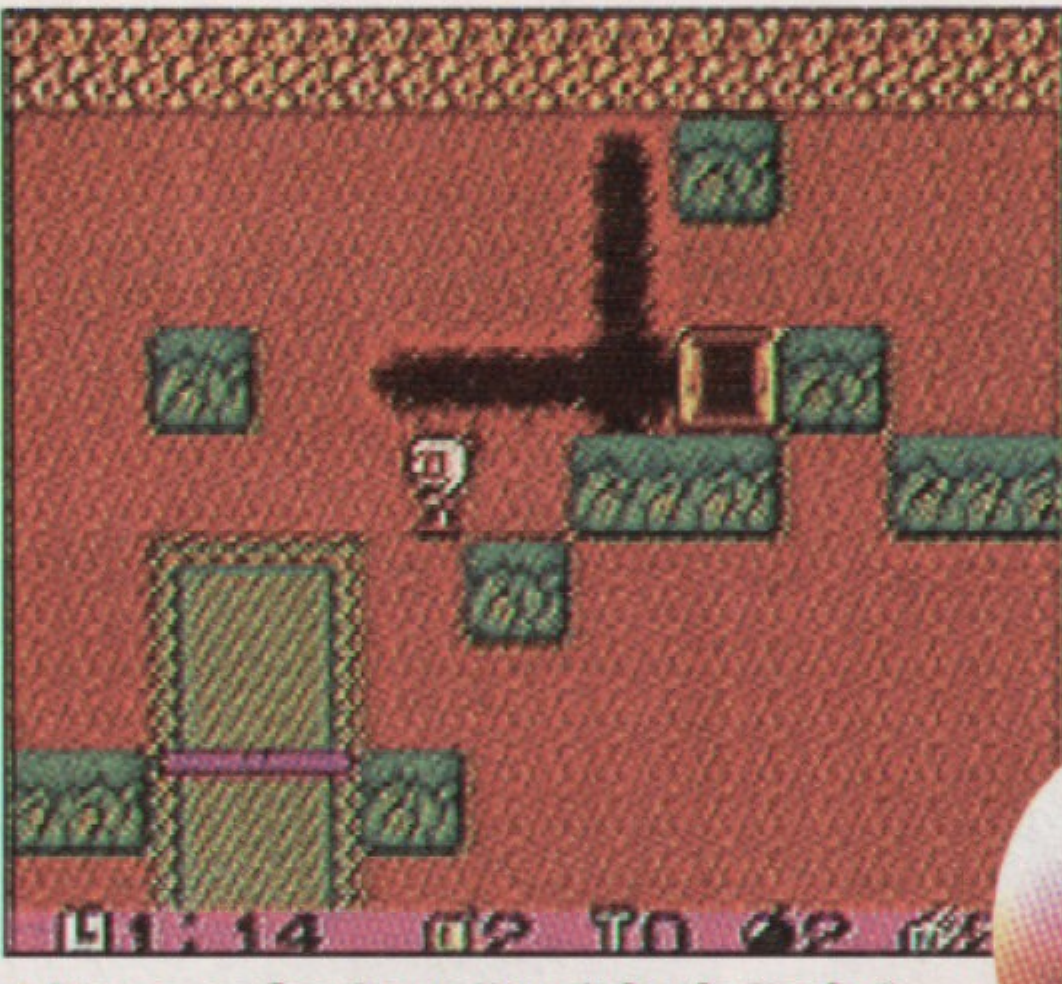
New games designed for Game Boy Colour are either Dual Mode or Dedicated Mode. Dual Mode games run on both Game Boy and Game Boy Colour, while Dedicated is Game Boy Colour only. Games designed in Dedicated Mode will only run on Game Boy Color but the graphics are substantially improved because it doesn't have to run on the old machine. Besides the greater visual capacity, other advantages over the regular Game Boy are not instantly as noticeable. The CPU rate is more than double that of the original which means games designers have greater scope, most obviously in terms of scrolling graphics, but also artificial intelligence and game engines. Work RAM in Game Boy Color keeps the game residing in memory during gameplay, and has four times the capacity of the original Game Boy, which means games can be designed more sophisticated as well as a bigger and deeper gaming experience. Any game system's success is wholly reliant on the games available for it, availability and quality can and has often literally made or broken a system, and ROM size determines how many features and extras can be shoe-horned into a game.

Nintendo plans to make things easier on developers by offering new, larger ROM sizes for Game Boy Color games. Game Boy Color games will have the capacity to be eight times the size of the current largest Game Boy title.

NEW COLOR GAMES!

Other new features include a wireless infrared communications port found at the top of the case, which enables players to transfer data from one Game Boy Color to another, particularly useful in games with power-ups, where tools and weapons are collected and traded, or customised characters. It's a shame though that the infrared capacity doesn't allow for one-on-one gameplay, that's achieved with the Game Link cable.

The vast catalogue of original Game Boy games can still be enjoyed on Game Boy Color, with some of the true classics and most popular titles being re-released, complete with new levels of

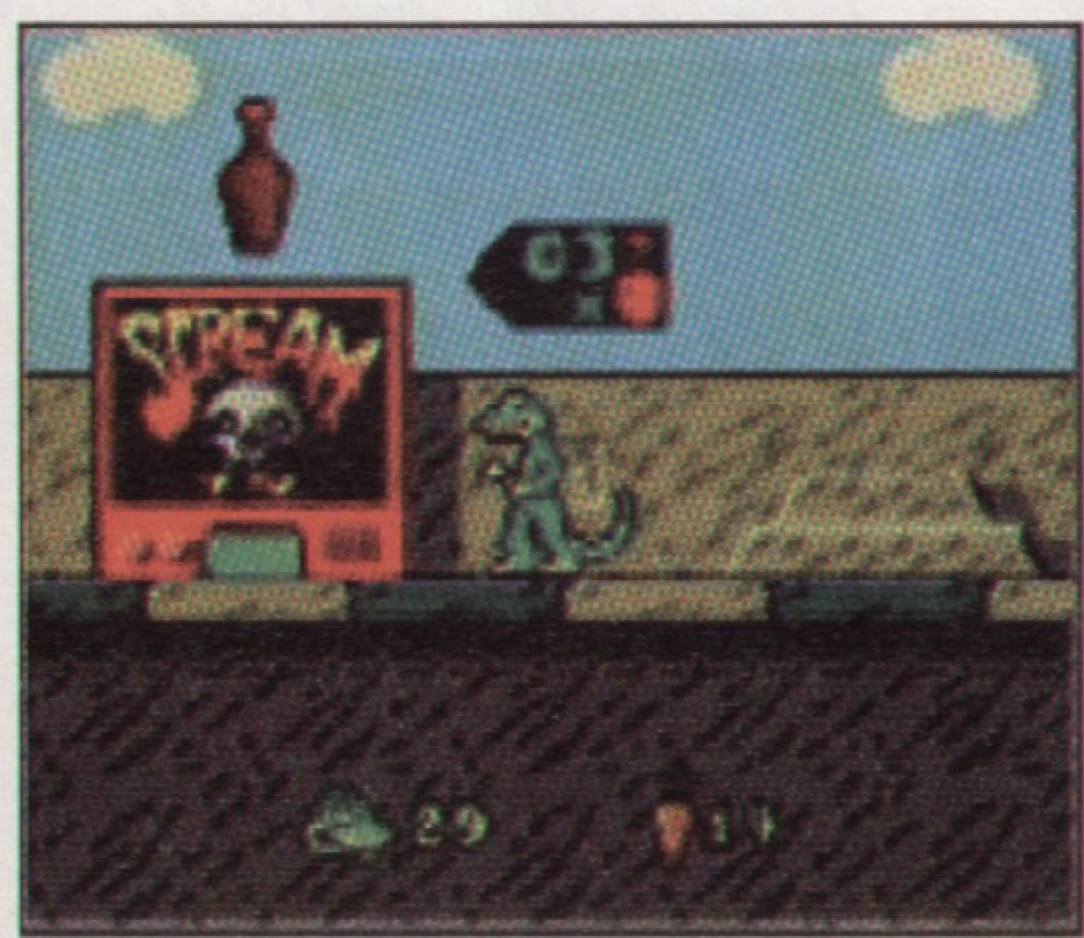


▲ Due soon for Game Boy Color is Pocket Bomberman, the classic multiplayer puzzle game now looking better than ever!

programming to take advantage of the system's capabilities.

Zelda fans are in for a treat with *The Legend of Zelda: Link's Awakening*, with a brand new dungeon added and more enemies (see page14). Other spruced up re-releases include *Warioland II, Metroid II: Return of Samus, Kirby's Dream Land 2*, classic farming game *Harvest Moon, Tetris, Quest for Camelot, Pocket Bomberman* and *Conker's Pocket Tales* to name but a few. Add to this some of the classic games being converted from NES including: *Shadowgate Classics, Moon Partrol*, and *Spy Hunter*, and it sounds like the Game Boy Color is going to be well supported with some great games.

The revival and up-dating of the classics is a treat for players new to the Game Boy and there are some exciting new games in development as well from Nintendo, Rare, Konami, Midway, Acclaim, Titus, Kemco, Sunsoft, Natsume, Take 2 and Infogrames. Game Boy is entering a new era and the quality of the colour gaming experience is set to wow the world once again. If you haven't got one yet, put the Game Boy Color at the top of your Christmas list, then check out the rest of this magazine to decide what fantastic games and add-ons to enhance your Game Boy gaming.



▲ Yes it's Gex on the Game Boy and he's never looked this good before! 16 platform levels including Smellraiser. The mind boggles...



▲ Nintendo's faithful mono Game Boy has sold over three and a half million copies in the UK alone and is its most successful product ever. You can still buy the renamed Pocket Game Boy's in a variety of colours.

GB COLOR

RELEASE LIST

This is the complete list of games suited to the Game Boy color at the time of going to press. As you can see, many classic games have been re-released for the new hand-held.

- **Arcade Hits: 720 Degrees**
- **Arcade Hits: Defender/Joust**
- **Arcade Hits: Spy Hunter/Moon**
- **Patrol**
- **Blitz**
- **Bomberman Pocket**
- **Bugs Bunny Crazy Castle 3**
- **A Bug's Life (Disney)**
- **Carrot Crazy (Inframes)**
- **Conker's Pocket Tales (Rare)**
- **Déja Vu 2 Game & Watch**
- **Gallery 2 (Nintendo)**
- **Gex 3D (Midway)**
- **Kirby's Dream Land 2**
- **Las Vegas Cool Hand**
- **The Legend of Zelda: Link's Awakening (Color, Nintendo)**
- **Looney Tunes**
- **Men In Black**
- **Metroid II: Return of Samus**
- **Montezuma's Return**
- **Mortal Kombat 4 (Midway)**
- **NBA In the Zone NBA Jam 99 (Acclaim)**
- **NHL Blades of Steel**
- **Pitfall 3D (Activision)**
- **Power Battle (SunSoft)**
- **Quest For Camelot**
- **Rampage (Midway)**
- **Ratz**
- **San Fransisco Rush Extreme Racing (Midway)**
- **Shadowgate Classics (Nintendo)**
- **Shanghai Pocket (Kemco)**
- **Southpark**
- **Spawn**
- **Titus Jr. (Titus)**
- **Tetris DX**
- **Top Gear Pocket (Kemco)**
- **Twouble (Infogrames)**
- **Turok 2 (Acclaim)**
- **VRally (infogrames)**
- **Warioland II Color (Nintendo)**
- **WWF**

SNAP YOUR FAVOURITE IMAGES AND THEN PRINT THEM OUT ON THIS. PERFECT!

GAMEBOY

ONCE YOU'VE SNAPPED AWAY TO YOUR HEART'S CONTENT, HOW ARE YOU GOING TO SHOW OFF YOUR PHOTOGRAPHIC WORKS OF ART? WITH THE GAME BOY PRINTER, THAT'S HOW!

PRINTING FOR THE FIRST TIME

The Game Boy Printer comes with a Game Link Cable which will need to be connected to your Game Boy. Pressing the Select button on the Mode Select Screen will take you to the Link menu. It's from here that you can choose whether to print or transfer your images from one GameBoy to another.

From the Link screen choose Print, and you can choose the required image from your album that you want immortalised on paper. You can also adjust the Exposure of your image prior to printing.

Once you're ready to print, the data will be transferred from your Game Boy to the Game Boy Printer. This will usually take about six seconds, but a display window will keep you informed of your printing progress.



▲ **Give your printed images a unique twist by using these Stamp options.**



Y PRINTER

REPLACING PAPER

Even though you get a free roll of paper with the Game Boy Printer, you'll soon find yourself in dire need of a new roll. Nintendo stockists fortunately retail packs of three printer rolls – on white, blue or yellow paper – which each contain 200 shots. Each pack of three printer rolls cost £6.99 per set.



▲ The grey bar informs you of the progress of your image to the GameBoy Printer.





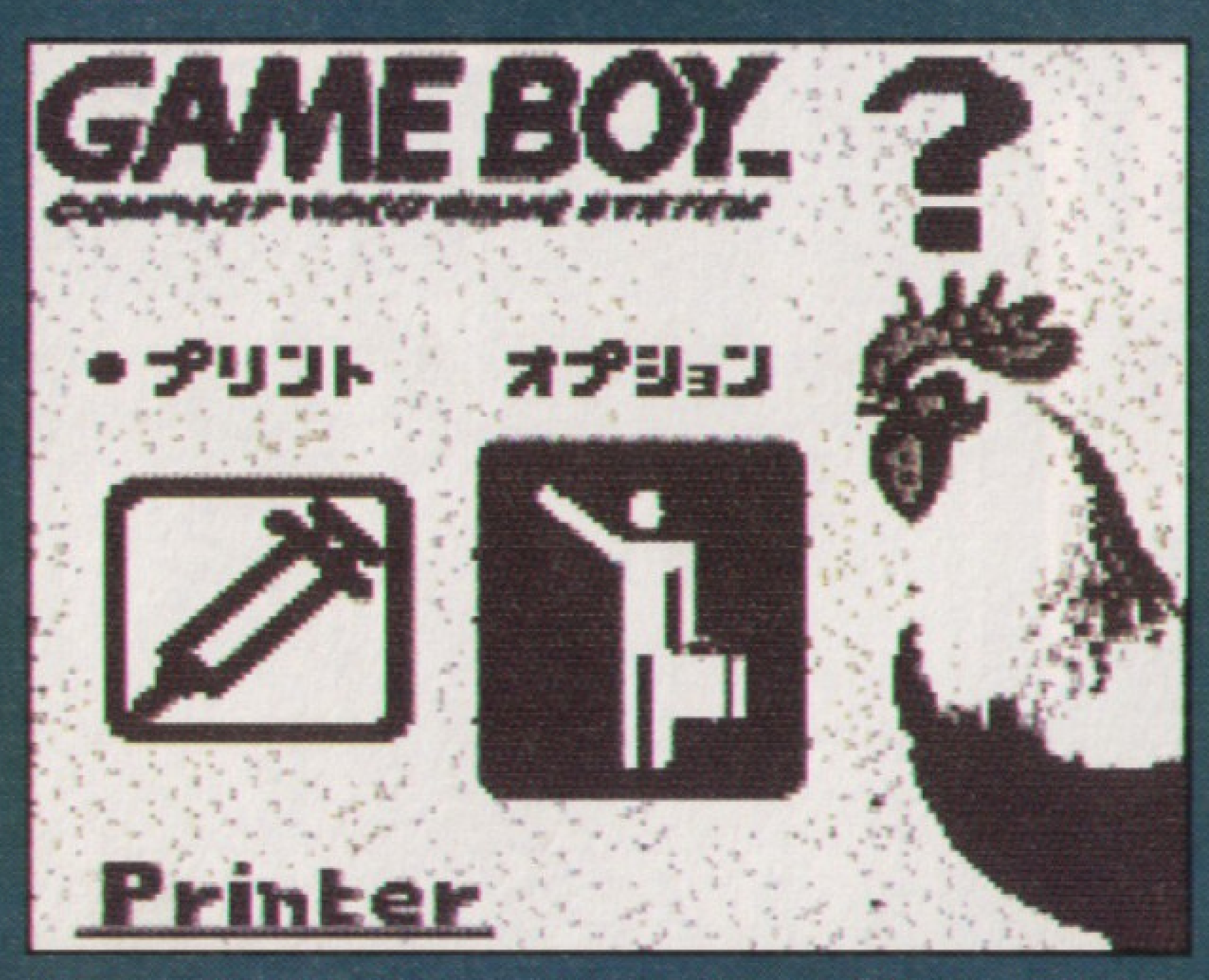
TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE

75%

Rating: At a £10 over the cost of the Game Boy Camera itself, the Game Boy Printer is a pricey commodity, but well worth it if you want to get the most out of your Camera.



▲ Access this menu by pressing Select on the Mode Select Screen.



▲ From the Link Screen you can choose either to Print or access the Option menu.



IF YOU'VE EV
CRACK PHO
HOLLYWOOD D
CAMERA HAS

INTRODUCING...

THE GAME BOY CAMERA

NINTENDO RECENTLY RELEASED THE GAME BOY CAMERA TO ADD SPICE TO YOUR HAND-HELD GAME MACHINE'S LIFE. AND BOY DOES IT SUCCEED!

THE GAME BOY Camera is a creative piece of kit to liven up those rainy days. Literally hours will be spent trying to capture that perfect image to manipulate within the Camera's many inbuilt options. If you've ever considered yourself a crack photographer or potential Hollywood director, then the Game Boy Camera has plenty to tide you over. Just check out the features on offer.

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

GB CAMERA

PUBLISHER	Nintendo
PRICE	£39.99



TAKING A PICTURE

Taking your first picture with the Game Boy Camera is a doddle. First all you do is select



2 TRICK PHOTOGRAPHY

Fed up with taking ordinary pictures? Then when you've got the hang of the Game Boy Camera's basic features, why not try out the advanced options?

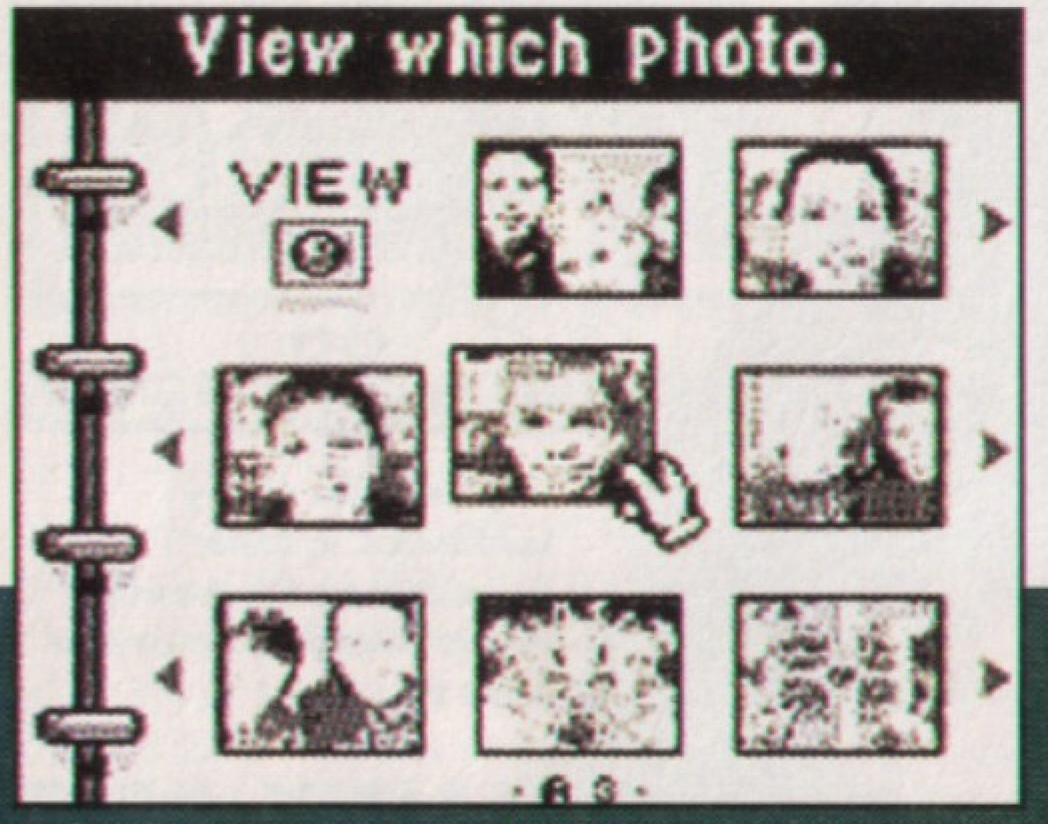
Selecting Magic mode from the Shoot select screen brings up the Shutterbug mode. This presents you with four trick options: Trick Lenses; Montage; Panorama; and Game Face.

Trick Lenses

Choose from nine different trick lenses – including Mirror, Tile and Sequential – to give your images an added bizarre twist.



▲ Game boy Camera allows you to present yourself to the world in a way you feel comfortable with.



the Shoot option from the Mode Select Screen. You'll then be presented with the View Finder Screen.

Once the Game Boy Camera has adjusted to the available light source, an image will appear in the View Finder Screen. Now all you need do is rotate the Game Boy Camera – or move the Game Boy itself – until you've got the picture you want.

Press the A button to capture your picture. This image will be held on screen for you to check. If you like it, press A to store it, but press B if you want to cancel and try again. Simple, eh?

When you take and keep a picture, it is automatically stored in the Album where you can manipulate it using the Game Boy Camera's inbuilt options.



Montage

You can cut and paste your images in seven different ways. For instance, why not paste you sister's head on to a dog's body… or even the other way around!

Panorama

Trying to take a picture of a tall building or a wide mountain range? The Panorama option allows you to take a sequence of images in either Wide (four across) or Tall (four down) mode.

3 GAME ON!

Lovers of games will be pleased to know that the Game Boy Camera also has its fair share of games on offer: Space Fever – a variation on Space Invaders; Ball – juggle three balls, and DJ! – become a scratch n' mix master!

You can personalise these games as well. For instance, you can change the Game Face in the Ball game. Using the same photographing technique as the traditional Game Boy Camera Shoot mode, you can create four personalised game faces (either you, or a brother, sister, friend, dog, whatever!), which will give a unique twist to your games.











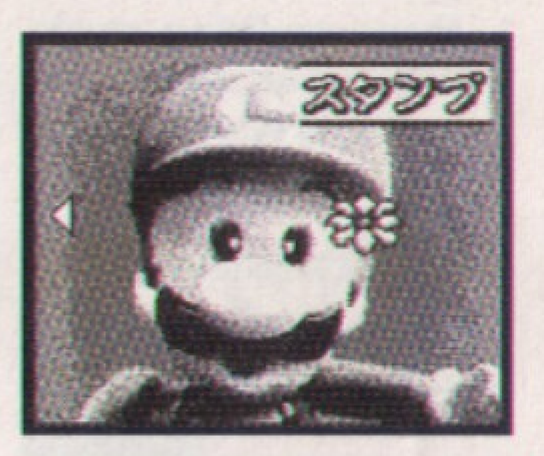
A-E: A multitude of silly effects can be applied to your shots, plus you get some in-built games as well – what a bargain!

4 GET ANIMATED!

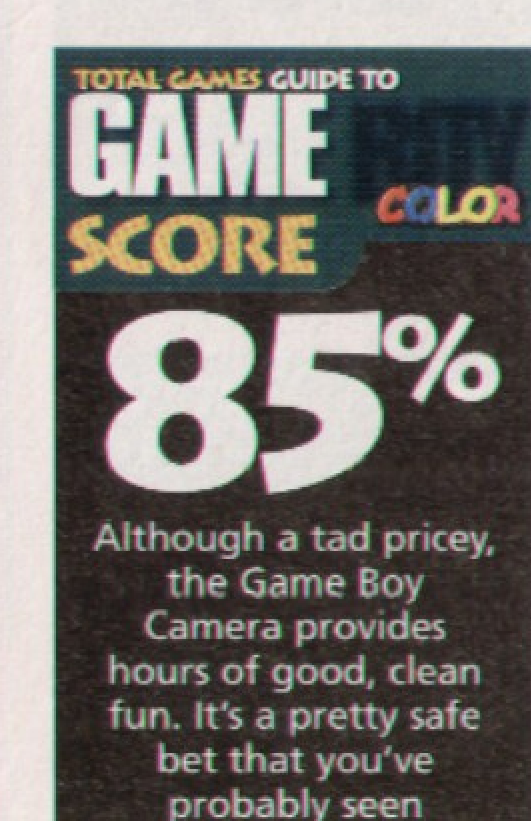
Fancy yourself as a big-shot film producer? Select the Animation mode from the Edit option and you can create your own mini-animations. Up to 47 frames can be used at a time, which allow you to create a frame-by-frame animated movie.



▲ Create your own mini-movies through the Game Boy Camera's Animation mode.



▲ Paint, draw or stamp an item over a photograph to give it that unique



YOU CANNOT AFFORD TO MISS ARGUABLY THE GAME BOY'S GREATEST GAME – NOW ENHANCED FOR THE GB COLOR

LINK'S AW



▲ With over 50 colours to choose from, these squid -like creatures can be shaded so that they at last stand out from the grass.

▲ To get a shard fragment of stone in order to read the stone tablet at the top of the screen you must slash these walking cards with your sword to make them all show the same symbol.

▲ Explore the many buildings in Link's Awakening for heath items and characters to chat to.

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

LINK'S AWAKENING

PRICE	£24.99
PUBLISHER	Nintendo
RELEASE DATE	January 1999
GENRE	Adventure

WHEN IT arrived in 1993, *Link's Awakening* was instantly heralded as the greatest adventure game on the Game Boy – and rightly so. Imagine it. The brilliance of the 16-bit Super NES game crammed into the tiny grey casing and involving Nintendo mascot Link in an entirely new adventure available only to Game Boy owners. You simply cannot play this game anywhere else and this probably accounted for the majority of sales of Nintendo's Super Game Boy, which allowed Super NES owners to play hand-held games on their home machine.

Well the good news is that for the launch of the Game Boy Color, Nintendo has gone back and touched up *Link's Awakening*; bringing multi-coloured hues to the game and also including a few hidden extras – like a brand new dungeon and extra enemies to fight.

Take a look at the screenshots – it really is a stunning looking game considering the tiny cartridge its running on, and it's only when you start Link's journey on the beach of Koholint island that you appreciate just what a superb game this is.

LINK AND YOU'LL MISS IT

Having been shipwrecked following a brief animated intro sequence, Link is found by the locals and nursed back to health. As with the four previous *Zelda* games (on the NES), *Link's Awakening* is viewed exclusively from above and slightly to the size to give an accurate sense of depth, and running on the Game Boy Color, for the first time you begin to realise just how detailed the graphics are – everything from the grass textures to the way the many puzzle rooms use subtle shading to guide you through.

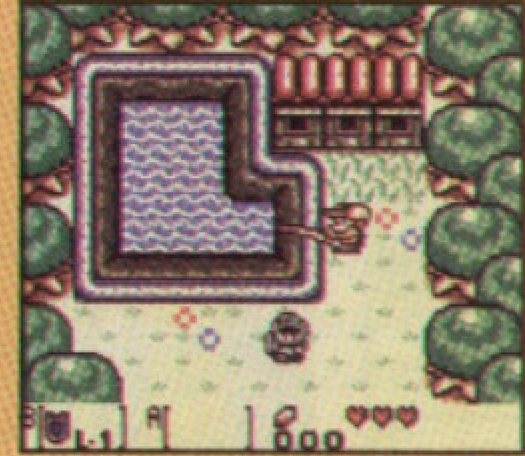
Gameplay is simple (well it has to be – there are only two buttons!), you move around with the D-

AKENING

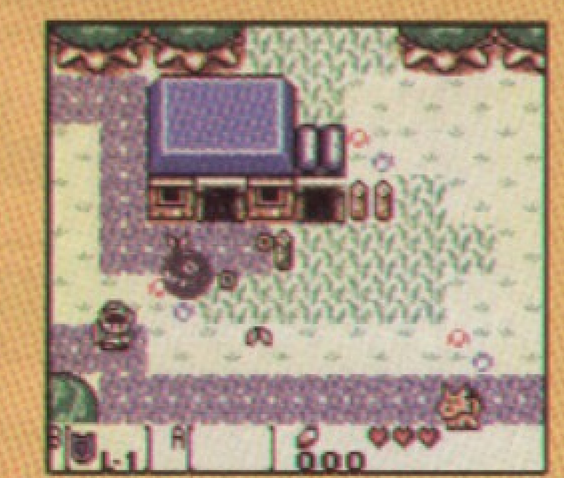
DUAL COLOR



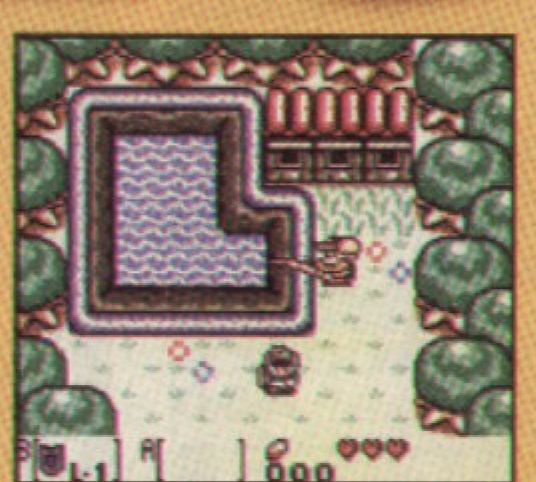
Take time to explore the houses and you'll be able to talk to a variety of people including this woman with child.



You meet this friendly fisherman at the start of the haunted wood. Pay him cash and try to land a whopper!



A Bow Wow is tied to a stake outside this house. Go inside and meet the owner for some handy first time hints.



You meet this friendly fisherman at the start of the haunted wood. Pay him cash and try to land a whopper!



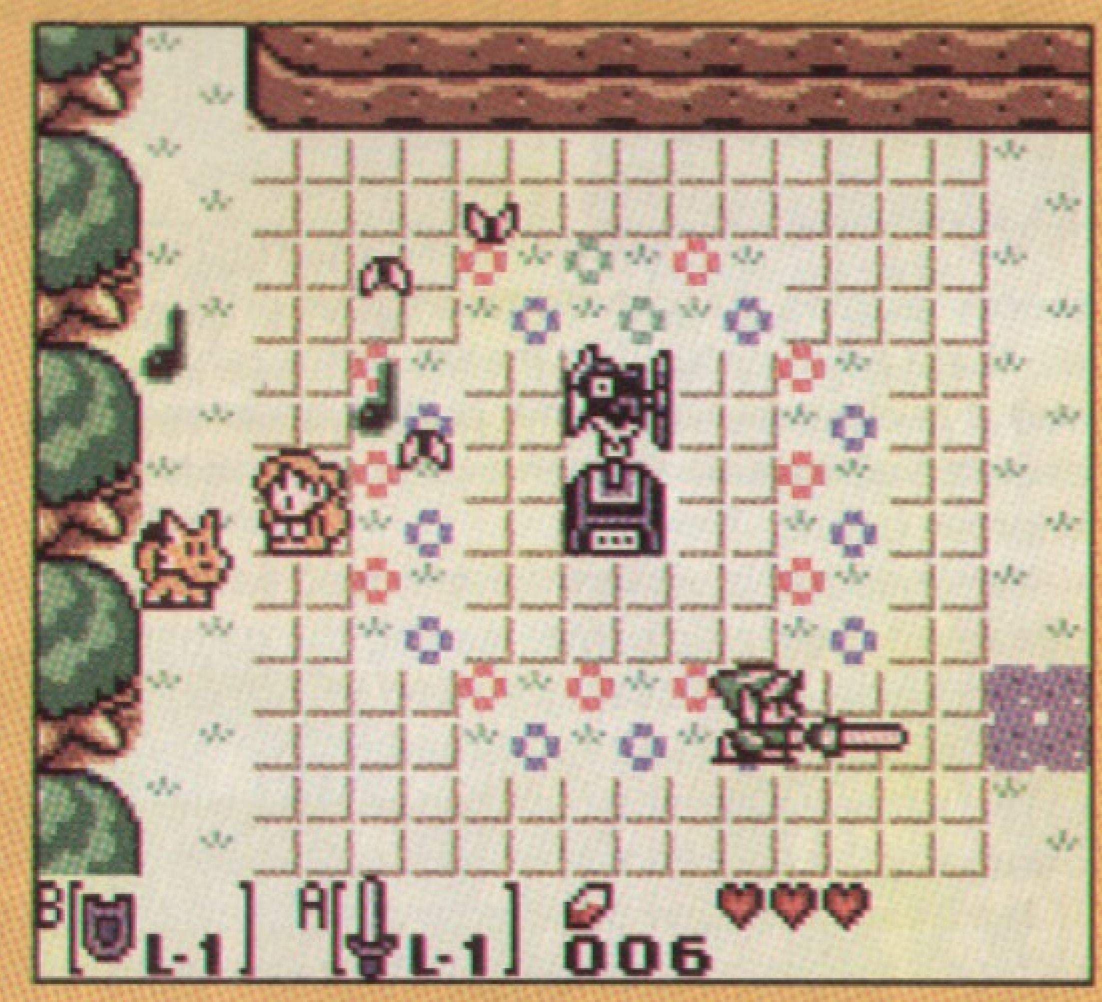
One of the first tasks to undertake in the game is to find the Power Sword on the beach.

Over 50 colours can be used on-screen at once. Here we see several shades of blue to create a sense of movement in the ocean.

pad and use the A button to swipe your sword and charge up a super move (provided you get a sword of course), and B to defend with your shield.

It's incredibly easy to get the hang of, and even when the controls are complicated further with the introduction of new weapons, such as the claw, the game guides you through every step of the way; sometimes providing practice ranges to hone your skills.

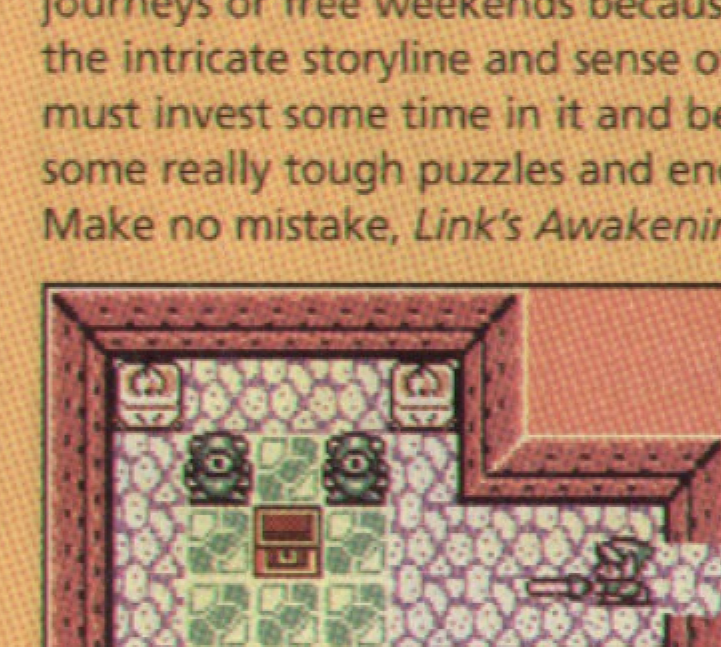
In fact that's one of the *Zelda* games' greatest assets. You are never left to fend for yourself in the beginning thanks to helpful characters dotted around the island who give you tips, and you can even find a reference library. Try to lift a rock, for example, and you are told "you won't be able to lift that with just your bare hands" a clue that you will need a glove of some kind.



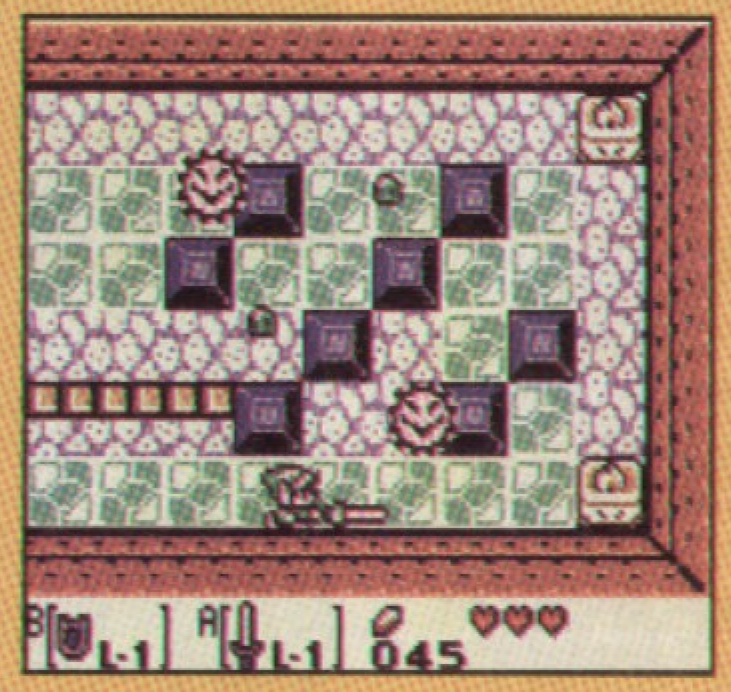
MISSING LINK?

Link's Awakening is not a game you can just pick up and play in the same way as *Tetris* because it demands a great deal of attention and you can't just save anywhere. Keep this game for long journeys or free weekends because to really enjoy the intricate storyline and sense of adventure you must invest some time in it and be prepared for some really tough puzzles and end-of-level bosses. Make no mistake, *Link's Awakening* is just as bit as challenging its 16-bit brother, but that's what makes it so appealing – something you can really get your teeth into.

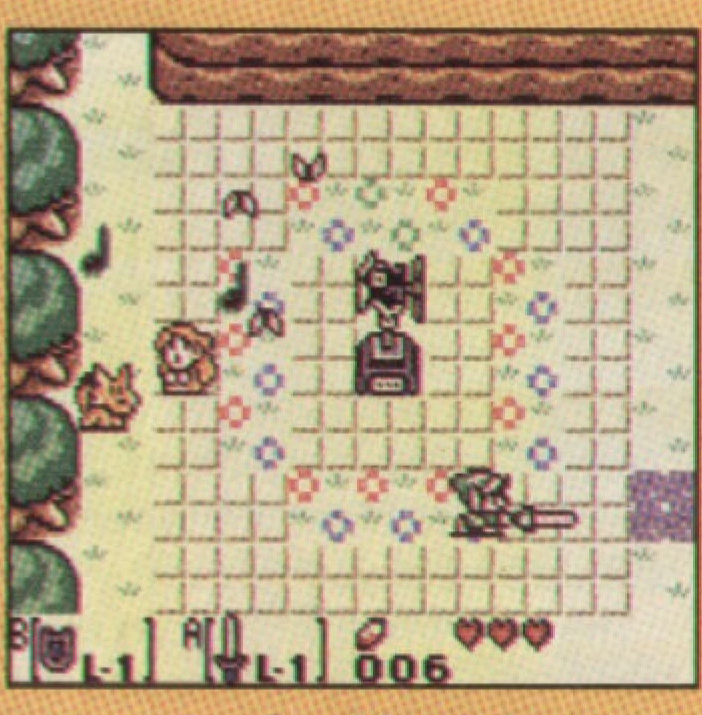
As a re-released colour game, *Link's Awakening* is an essential purchase; along with *Tetris*, *RC Pro-Am* and one of the Mario games. Perfectly suited to the Game Boy, packed with intrigue and extremely easy to get into, we cannot recommend it enough. Arguably the greatest Game Boy game ever made and it deserves to be in your slot. Buy it.



Nothing is what it seems in Link's Awakening – you can bet those two green statues are going to come alive as soon as you touch that chest.



Simple movement puzzles form the basis of the challenge in this game, here you must get through this maze as quickly as possible.



An example of how the new colour has been used to subtle effect. The flowers highlight the cockerel and enhance its importance.

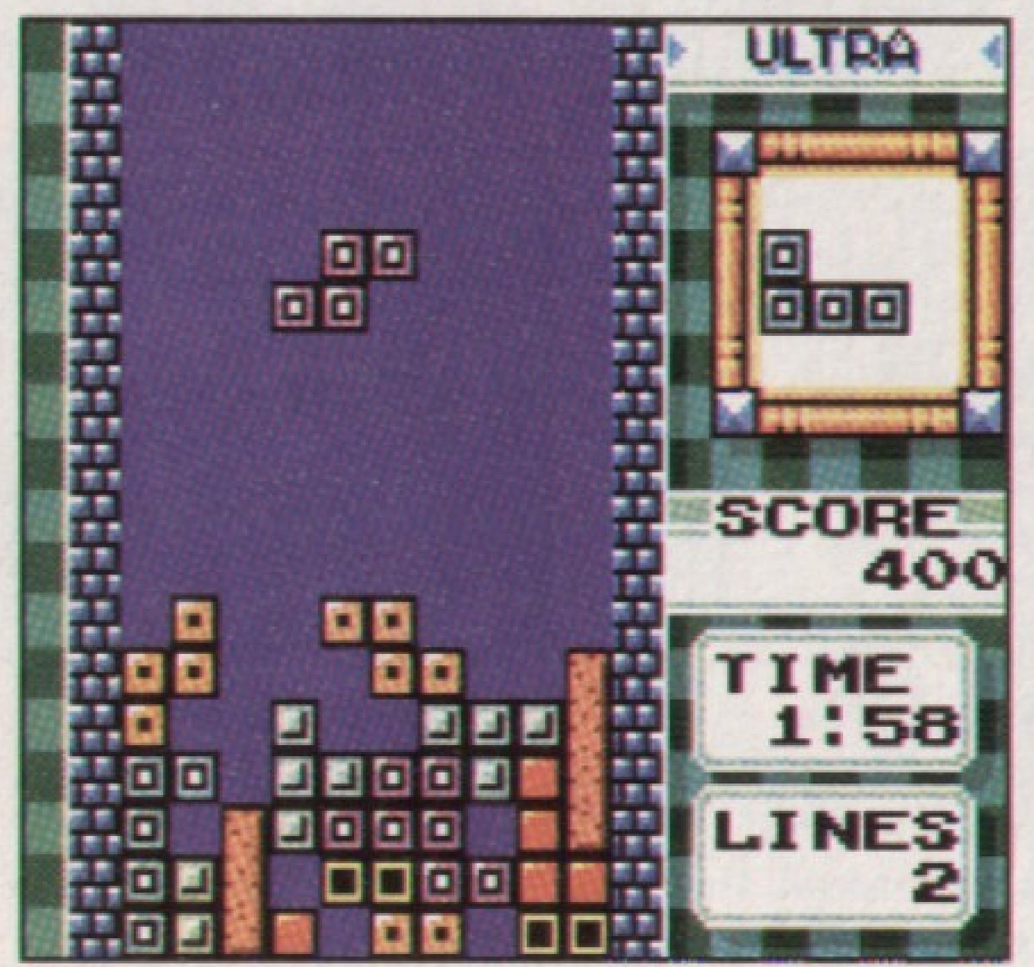




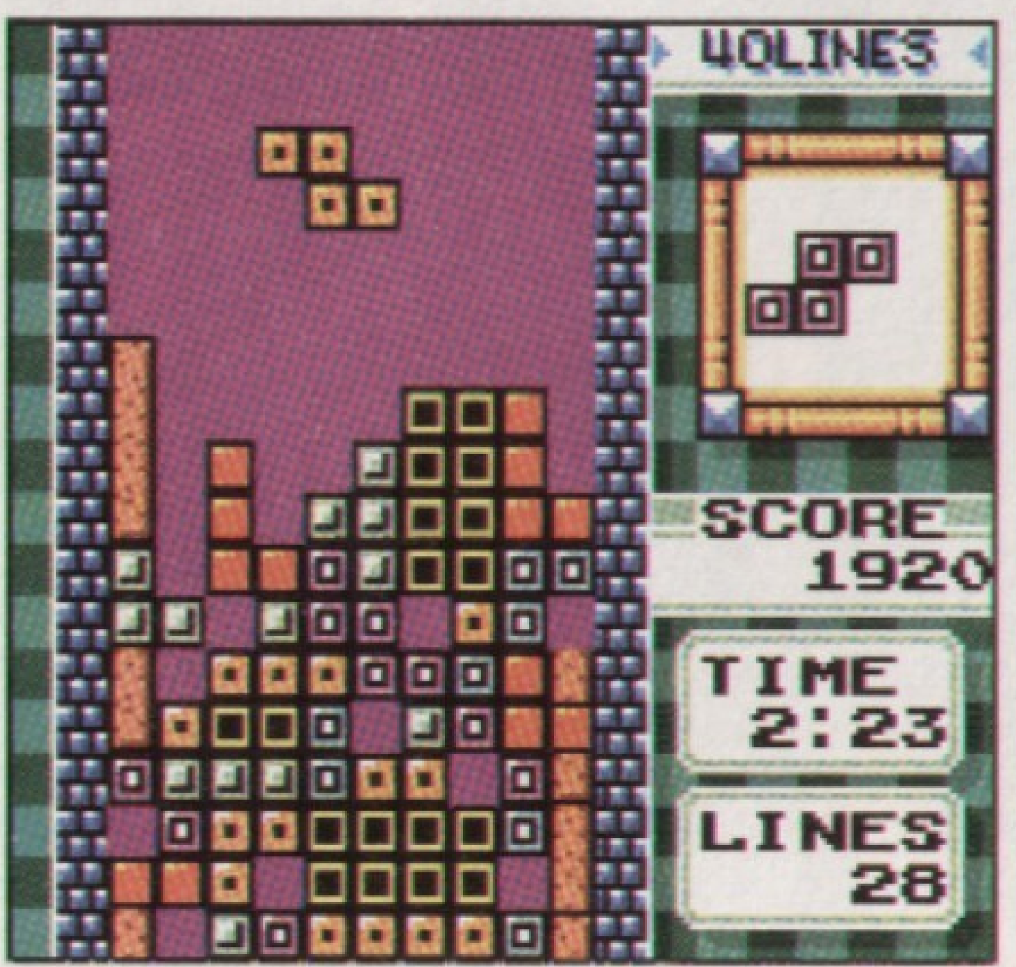
TETRIS IS BACK... IN COLOUR! NUFF SAID

TETRIS DX

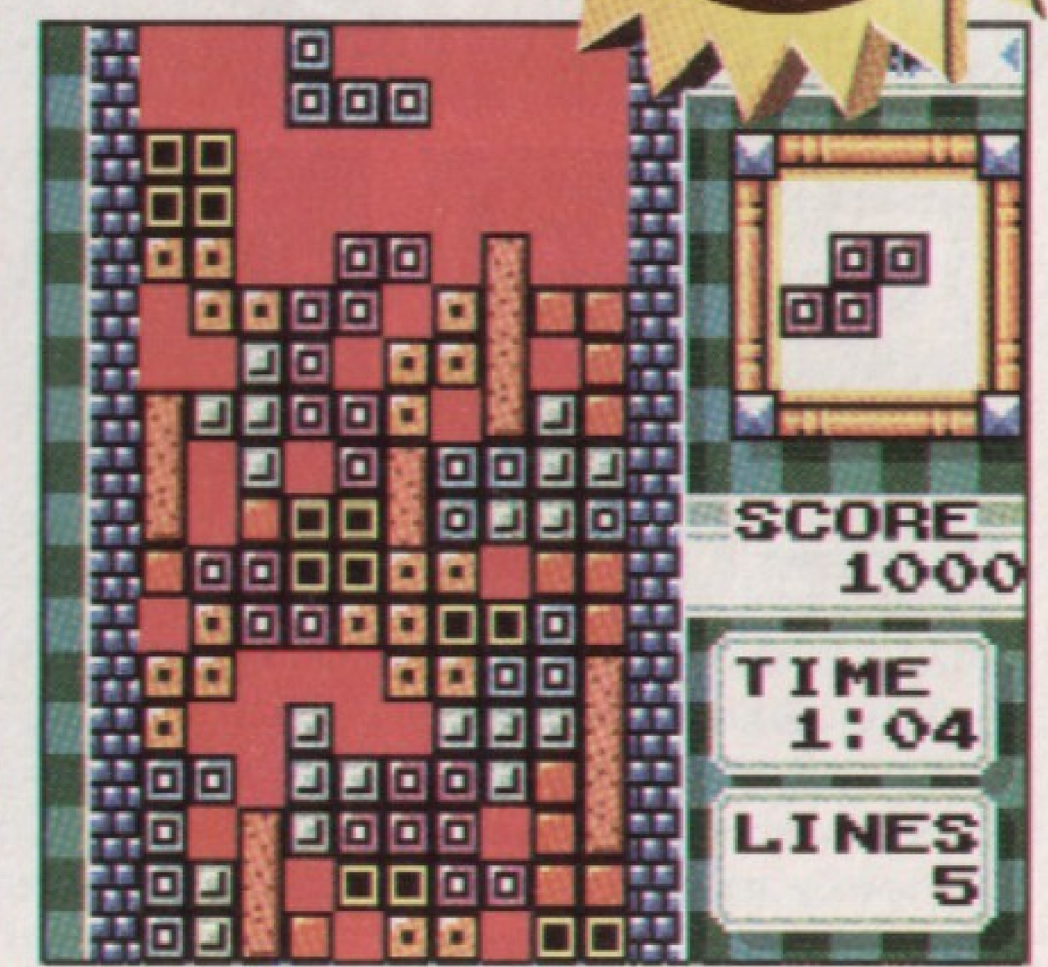
DEDICATED COLOR



▲ As the timer counts down the three minutes in Ultra mode, the music changes to enhance the feeling of panic!



▲ In the 40 lines mode you need to get the best score possible with only 40 lines of blocks.



▲ Ultra mode is a timed game. You have three minutes to get as many lines as possible.

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

TETRIS DX

PRICE	£29.99
PUBLISHER	Nintendo
RELEASE DATE	Out now
GENRE	Puzzle

WHEN YOU achieve perfection, there's nothing you can do to improve on it – after all, that's what perfection means. *Tetris* came about as close to videogame perfection as anything ever has, and thus has been extremely difficult to improve upon.

Nintendo has been very wise indeed with this update of the classic game; leaving the gameplay totally alone and choosing instead to tweak mainly just the aesthetic qualities instead.

The immediately obvious change from the original is the addition of colour to the game. *Tetris* fans will now be able to distinguish the different blocks from each other far more easily as each shape is colour-coded – so there's now no excuse for dropping a block in the wrong place by mistake!

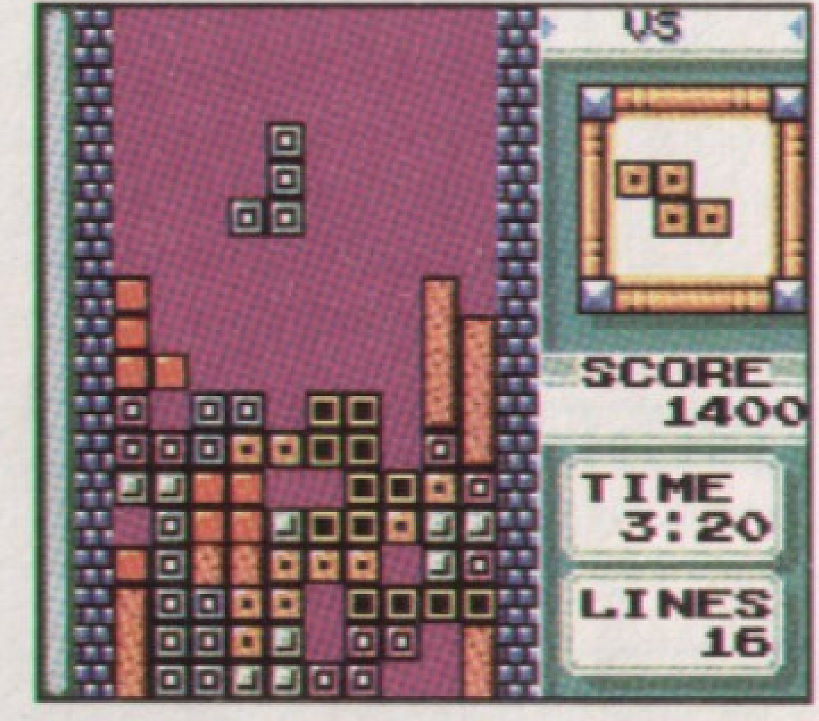
One change which isn't so obvious though is one which can't be seen from screenshots. Probably the biggest problem with the original Tetris was that when you got really good at it you'd find that you'd often not have time to play a game all the way through to the end. The better you got, the longer the game went on, and so the more likely it was that something would interrupt you.

ASSAULT AND BATTERY

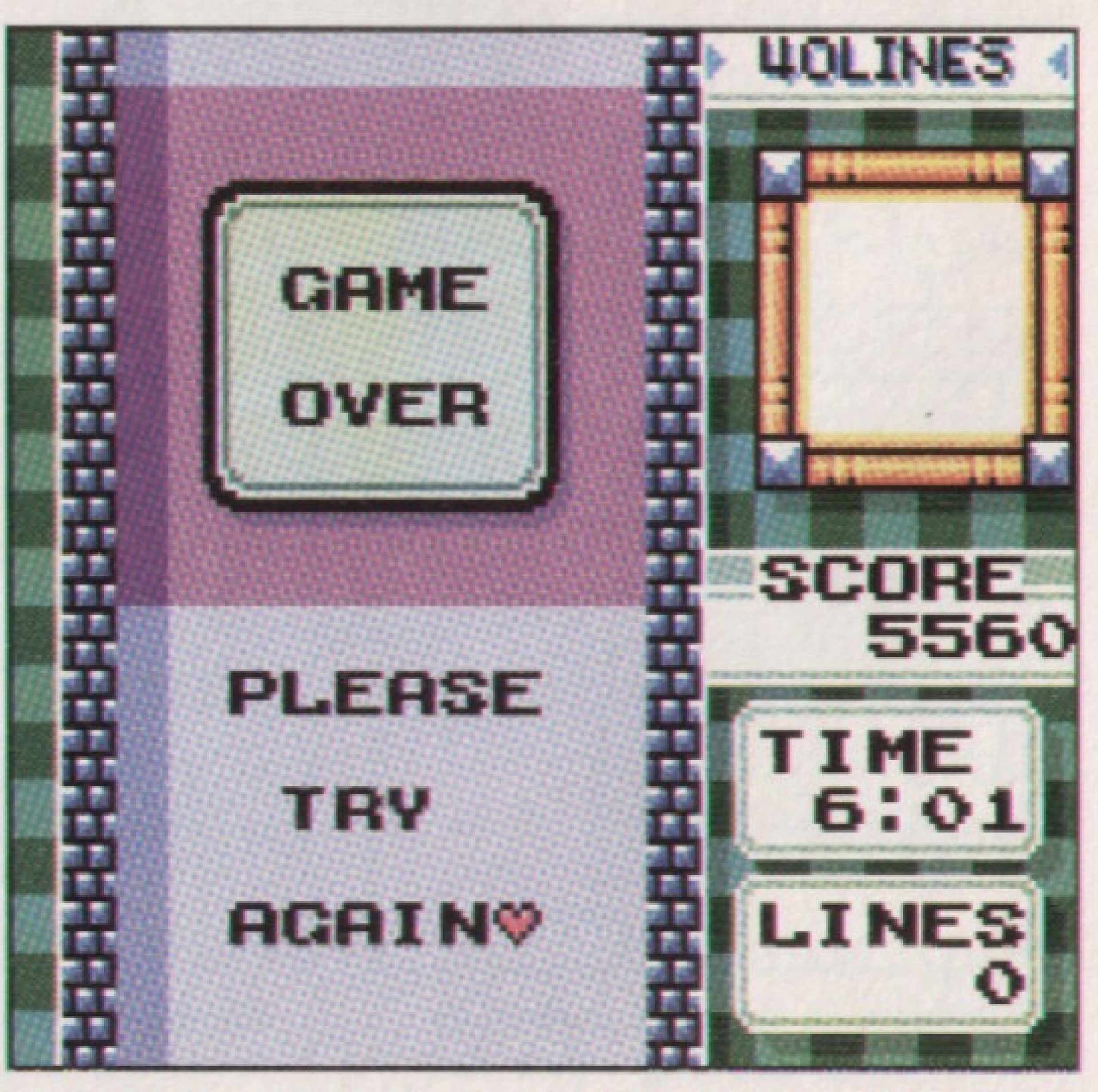
Which is why this version of *Tetris* has... wait for it.... it's own battery back up! Yes, now you really can make a game last for days! It means that you can start a game whenever you want, switch off to deal with interruptions where necessary and then pick up where you left off!

The only thing which can really be faulted with *Tetris DX* (and which stopped it from getting a perfect 100%) is the music. Although there are three nice tunes included, each of which picks up the tempo to keep pace with the gameplay when the lines reach a certain height, unfortunately the old Russian-style tune has for some reason been removed, and as far as we're concerned, the game just ain't the same without it!

Tetris is the perfect game for anyone of any age providing they've got fingers. This one game on its own justifies the existence of the Game Boy Color, and if you only ever buy the one game for your pocket marvel, then make sure it's this one!



► As with the original Tetris, you can link-up with a friend's Game Boy and play against them for some frantic fun.



▲ If you've never played Tetris before, then you should expect to see this screen a few good times before you master the game!

TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE

95%

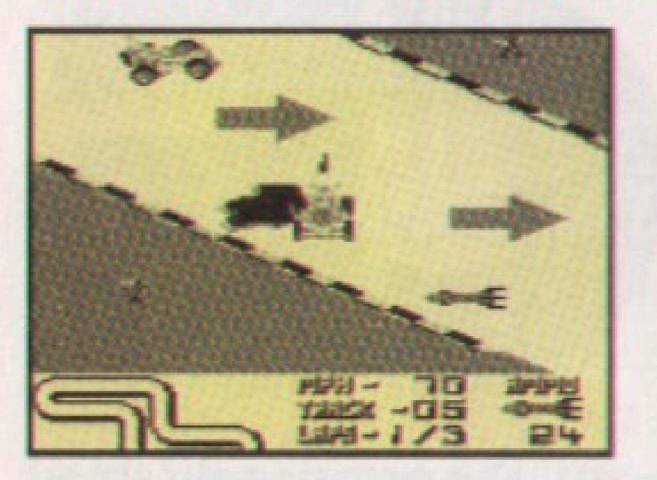
DUAL COLOR

RC PRO AM

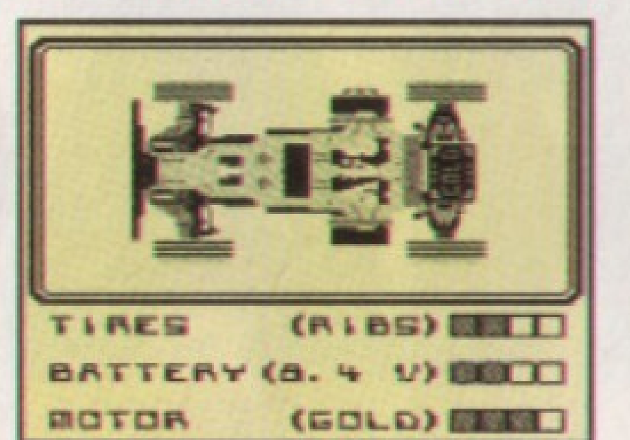
MANY Game Boy owners overlooked this gem when it was first released, but if you look closely on the opening title screen you can see the magic words "Rare," indicating an early game from one of the greatest developers in the world. Yes that's right, the same people who created *Goldeneye* on the Nintendo 64 were once lowly Game Boy developers and *RC Pro-Am* is one of Rare's first titles.

Playing the game for the first time it is easy to see how Rare has become such a pivotal developer for Nintendo and why even today it is a classic. You basically leap aboard a mean dirt buggy and race around a succession of torturous tracks full of tyre-busting dangers and the occasional vehicle power-up. Come in the top three (out of four) and you progress to the next round and your buggy is beefed up depending on the add-ons collected during the last race.

Why is *RC Pro-Am* so fun? Easy, it's fast, the cars handle well, with plenty of way-out skids, and you even get weapons which can be used to instantly destroy your unwitting opponents – something real cars could do with! Drive over the right icon on the track and you can either fire off missiles directly ahead or drop a slippery patch behind and watch your opponents fly off the track and explode!



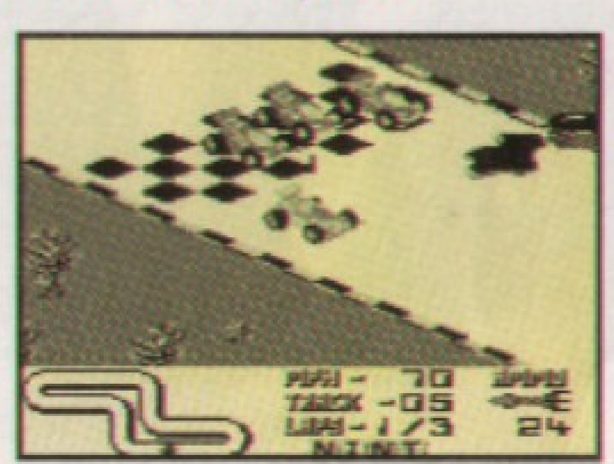
▲ Black patches on the track indicate areas of slick oil. Hit these and you spin uncontrollably off the track.



▲ In each race there is one car power-up to find and if you collect them all, your buggy gets faster and easier to control.

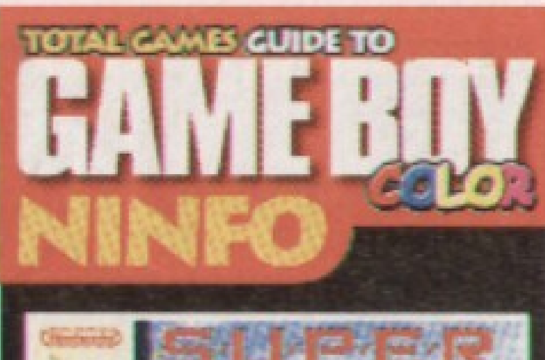


▲ The sign of quality. RC Pro-Am is one of Rare's first games – and what a corker it is.



▲ Power-up your car and you'll pull away from the start line well ahead of the pack.

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO





RC PRO AM

PRICE	£19.99
PUBLISHER	Nintendo
RELEASE DATE	Out Now
GENRE	Racing



95%

SUPER MARIOLAND 2

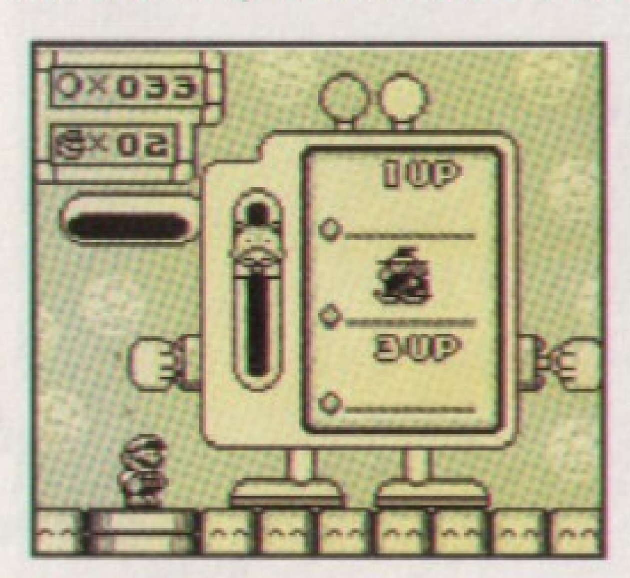
DUAL COLOR

WELL IT'S a magazine about Game Boys isn't it, so you've got to have a Mario game in here somewhere and *Super Marioland 2: Six Golden Coins* is a perfect example of how to do a platform game right.

The Mario games became instant successes because of the immediate accessibility of the gameplay. You literally pick up and play – no previous skills required. You control the titular hero in his quest to find six coins which fit in the final castle and allow you to save Princess Daisy from Wario. As with all Mario games you spend all your time running very fast and jumping gaps whilst trying to land on moving platforms instead of rows of spikes.

Power-ups can be collected; the first of which increases Mario's size and gives you a period of invincibility if hit. Other 'costumes' include Fire Mario (can shoot fireballs) and Carrot Mario (allows you to fly), and each of these allows you to access secret areas of the many sideways scrolling levels.

Super Marioland 2 is a real Game Boy classic. The addictive action is always on tap, the levels are varied and test all comers, and Mario's vast repertoire of moves means you're always in control. If you want just one platform game in your collection, make it this one.

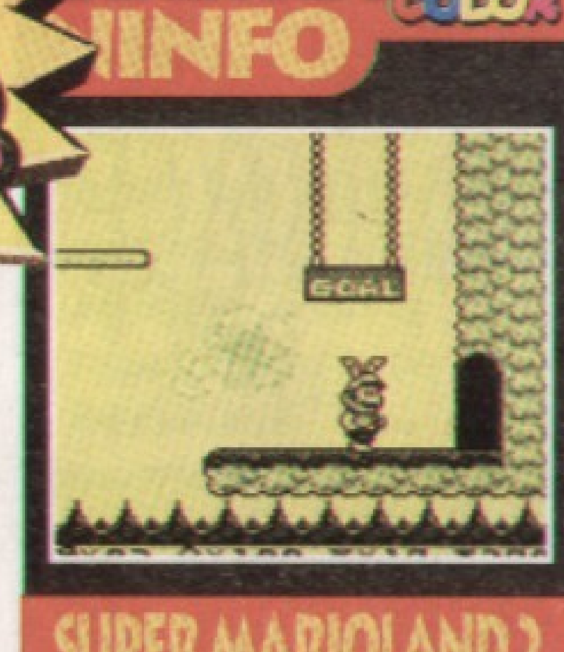


▲ You'll never run out of lives in Super Marioland 2 because there are plenty of fairground-style sub-games to earn more!



▲ This is the final level of the game – Wario's castle. Earn all six coins from the bosses of the many different levels and you can try to beat Wario himself.

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



SUPER MARIOLAND 2

PRICE	£19.99
PUBLISHER	Nintendo
RELEASE DATE	Out Now
GENRE	Platform

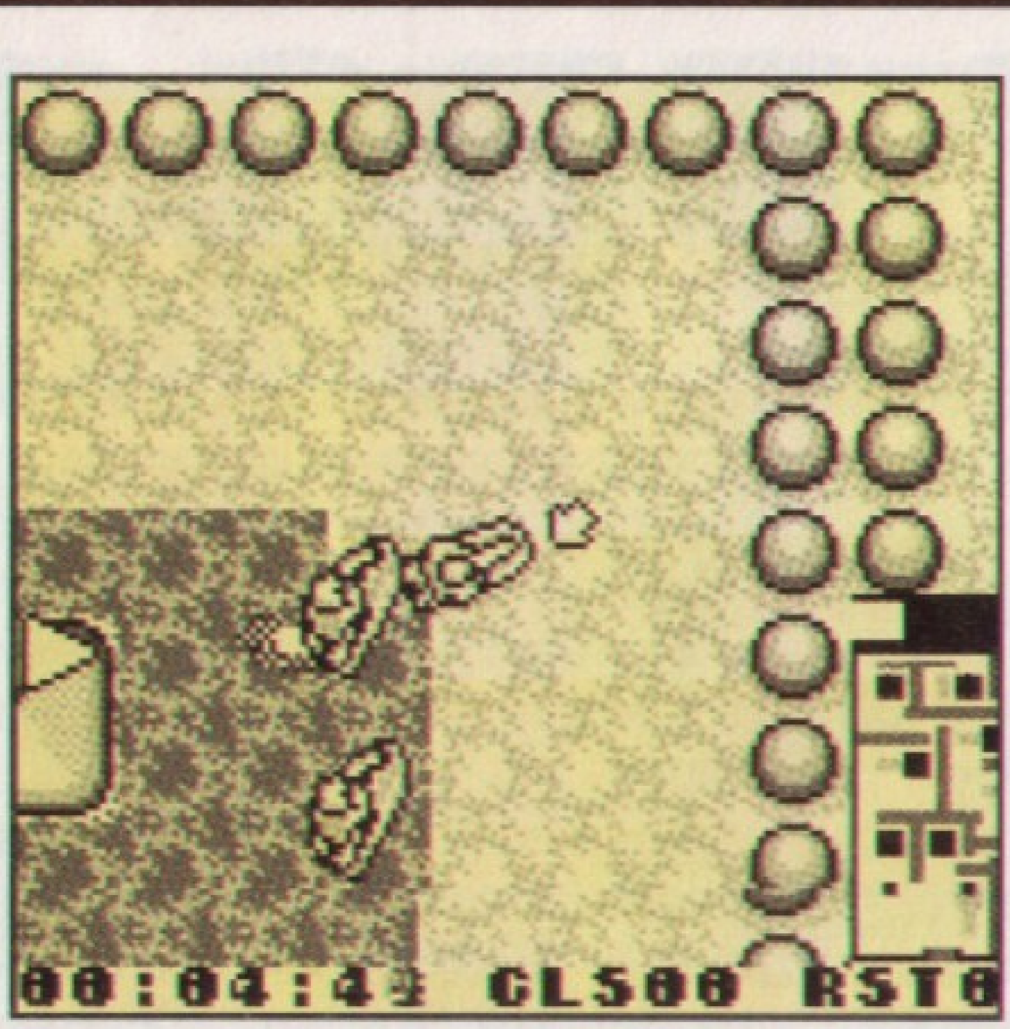


92%

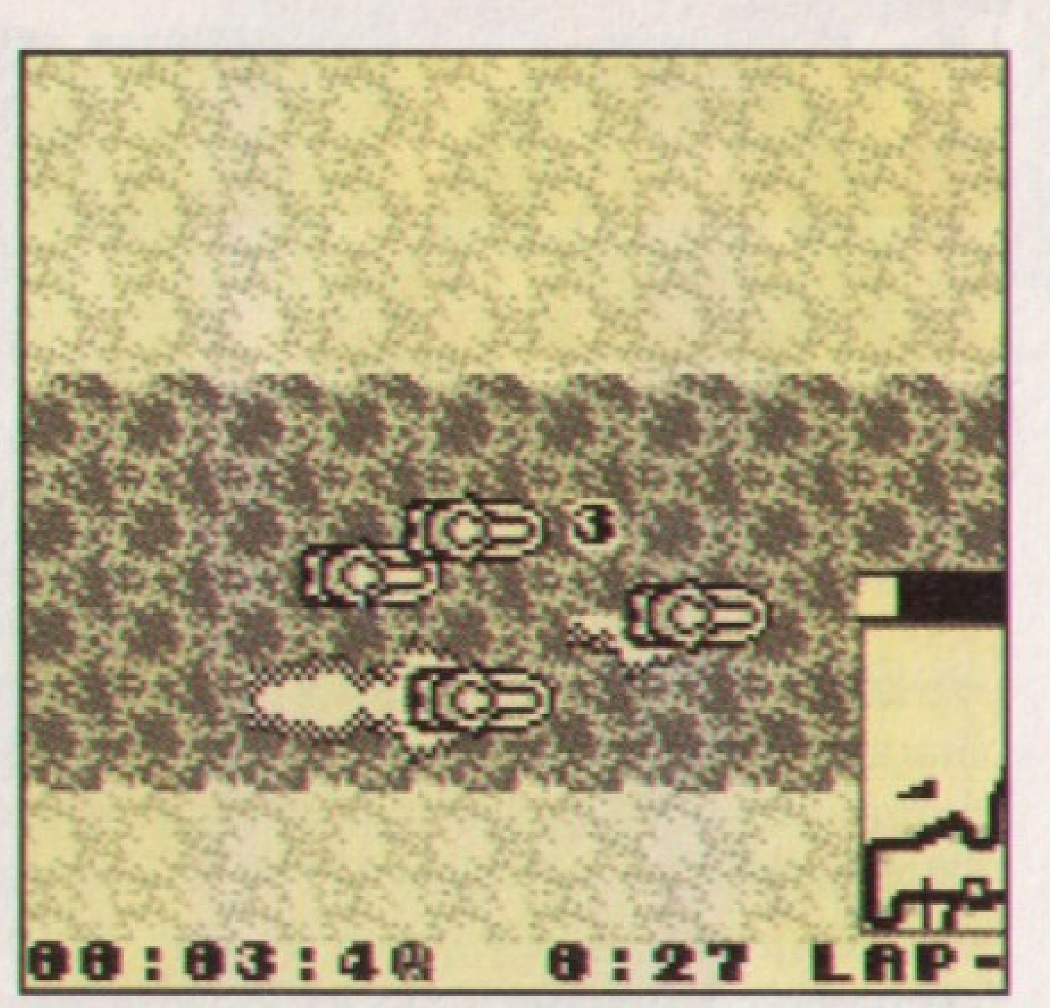
HUGE ON THE N64, BUT CAN WAVE RACE HOPE TO SURVIVE ON THE GAME BOY?



▲ Control is momentarily disabled in mid air from the ramp, so the choppy water is even harder to deal with. Turbo out of here!



▲ It's like dodgems in the water with these big fat jetskis, so be prepared to get knocked about a bit.

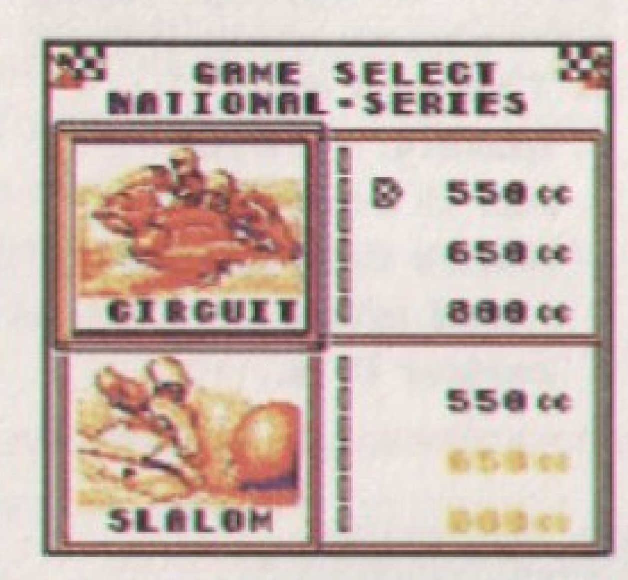


▲ The map would be handy to prepare for coming bends, but it flickers on and off alarmingly quickly. Oh well.

WAVE RACE









TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



WAVE RACE

PRICE £19.99

PUBLISHER Nintendo

RELEASE DATE Out now

GENRE Racing

TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE

66%

IT SEEMS that some people could find themselves just a little bit misled by the re-release of the Game Boy's *Waverace* after the widely loved, next generation *Waverace 64!* Originally released in 1992, this racer has almost nothing in common with the Nintendo 64 game, except being about racing jetskis. You have been warned!

There are only two modes of play, but either can be tackled in three different classes relating to engine power (550cc, 650cc and 800cc) to offer some form of long term interest. The simplest of the two modes is Circuit, and it's advisable you begin here if you don't want to work yourself into a panting rage with the fiddly Slalom mode.

In Circuit, you race three opponent jetski riders around winding courses from a direct overhead perspective, very much like the first Micro Machines games. The 'track' is only a shaded path of water, surrounded by a generous lighter-coloured area of yet more of the stuff, so you can slide way out on the bends without worry, and the occasional ramp spices things up when the lot of you are neck-and-neck.

On Slalom, you have the same style of tracks, but with annoyingly tiny bottleneck spaces between square markers through which you must go to be allowed to keep racing with the others. The sheer number of times you'll batter off these markers and be hopelessly delayed behind the pack tends to make this kind of race far less enjoyable, with a much bigger gap between all competitors. Boo!

With enough cartridges, link cables and Game Boys, all four riders can be human players in *Waverace*, which is quite an intriguing (if frighteningly expensive) proposition. However, you're not going to get many hours out of the one fun game mode, and *RC Pro-Am* has similar feel but far more exciting handling and better animation – pick that up instead!





DEDICATED COLOR

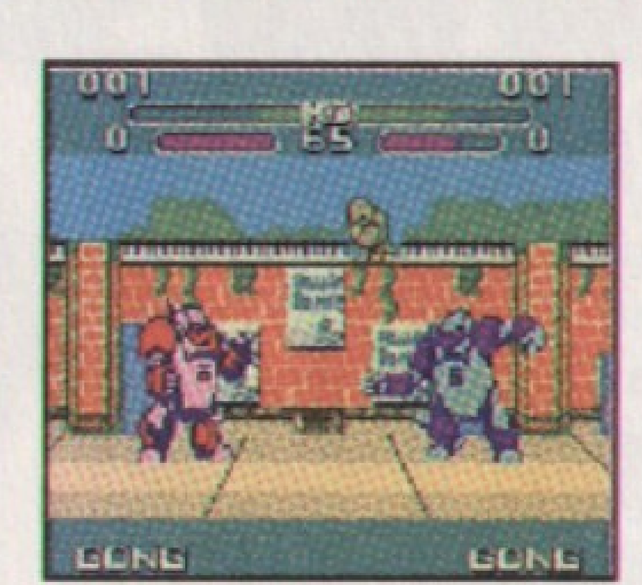
POWER QUEST



▲ With a character called Speed, it's fairly easy to work out what her speciality is, isn't it?



▲ Max is a pretty cool character who doesn't flinch under pressure. He has to be, with fatty about to jump on him!



▲ When two characters which are that same face-off against one another, they each get different coloured outfits.



▲ Things get a little confusing when it's Gong versus Gong. Now, which one of those is our bloke?



IT'S SURPRISING how some game styles that you would think were totally opposed can go together so well. One such combination can be found in *Power Quest*.

Essentially *Power Quest* is a beat-'em-up. It's been programmed by Capcom, those illustrious fellows who gave us *Street Fighter*, so you know it's probably going to be good, and as far as the fighting goes – it is!

Players can choose from one of six different combatants, each of whom has different strengths and weaknesses. Some are very fast, but not that strong, others are more powerful than Hercules, but move like they're struggling through treacle!

As with games such as *Street Fighter*, pulling off sequences of moves results in more devastating attacks than just single strikes. Each character has his/her own special moves in addition to a whole range of standard ones and the combat is very reminiscent of the great *Street Fighter* games. You can play the game solely as a beat-'em-up, using the one-player mode to take on a succession of computer players, or you can use the link-up facility to battle a friend head-to-head – this alone is worth the purchase price as it is far more satisfying to clobber a friend!

But that's not the main game. Choose Story mode, and you enter a slightly different game. It seems that (in the game) your whole town is obsessed with a sport called 'modelling'. This is where kids and adults build radio-controlled figures who attack each rather than getting their own hands dirty. Cowardly, but less painful!

You assume the role of a first-time modeller, and your aim is to win the championships. To do this you need to buy your model, train it up, and gain the experience to enter and win the contest. Battling opponents all over town, you must to earn enough cash to enhance your model fighter and ultimately become the modelling champion.

As far as fighting games go, *Power Quest* is pretty damn good and the fact that it is in full sizzling colour adds considerably to the overall appeal. The role playing element ensures longevity and it is a novel touch. Ultimately, the 'quick-start' beat-'em-up option makes it a great game to take with you on the move and is therefore perfect Game Boy fodder.



▲ The model shop is the place to go to buy all those essential model power-ups. It's run by this kindly, bespectacled old man.



▲ The character called Axe has a massive Alien-style bulbous head, and when he wins a round, he extends a hideous snake-like tongue.

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

POWER QUEST

PRICE	£29.99
PUBLISHER	Sunsoft
RELEASE DATE	January 1999
GENRE	RPG/Beat-'em-up



▲ Borot the Robot faces up to the fat guy called Gong against a nifty martial-arts style backdrop.



▲ This is Karen. She fights like a demonic force, annihilating everyone in her way.

TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE

85%

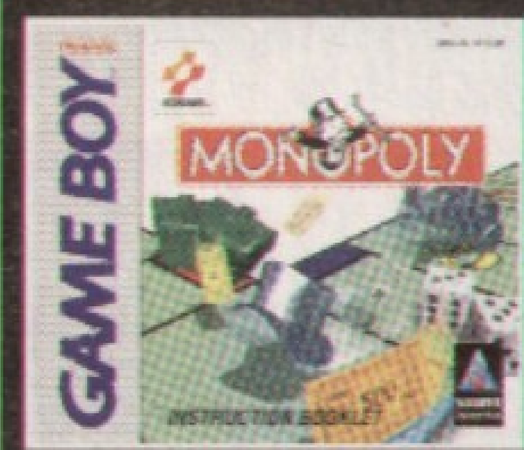
BOARD GAME OR ACTION/RPG? KONAMI'S LATEST ARE A MIXED BAG



MONOPOLY

DUAL COLOR

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



MONOPOLY

PRICE £29.99

PUBLISHER Konami

RELEASE DATE Out Now

GENRE Boardgame

TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE



THE WORLD'S most popular board game is now playable on the world's most popular hand-held games machine. It's a pretty safe bet that more-or-less everyone has played Monopoly at least once in their lifetime, and if they liked the board game, they'll love Konami's Game Boy version.

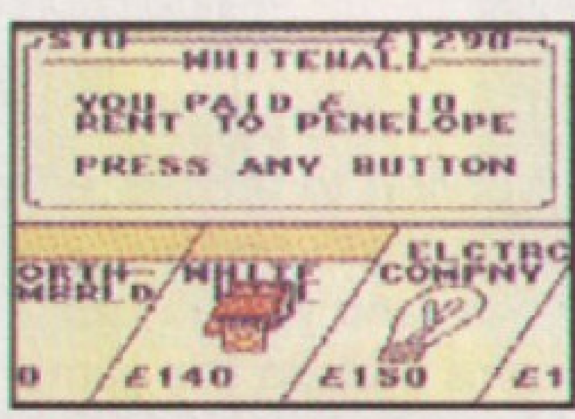
For those who don't know, *Monopoly* is essentially a game of property trading. Up to four players can take part (whether a 'real' person or a computer-controlled opponent), and they each move around the board – the number of squares determined by the roll of the computer dice; buying up property as they go.

Perhaps surprisingly, *Monopoly* is well-suited to the Game Boy format, and it proves to be a highly entertaining after prolonged play. There are different modes of play which add value to the package. For instance, you can choose from a variety of timed games, from 15 minutes through to an unlimited time length.

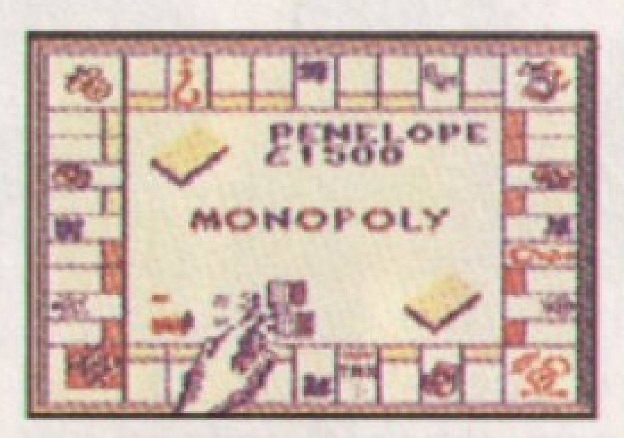
Konami has done an honourable conversion of *Monopoly*, and it will be an interesting idea to see if it can also adapt the other *Monopoly* board games in this way (for example, *Star Wars* and *World Cup Monopoly*). Game Boy Monopoly comes highly recommended.



▲ Once you land on a property you are given the choice of buying it – although you may not have the funds at the time!



▲ If you land on a property square owned by a rival player, you'll find yourself coughing up a rent charge.



▲ Each roll of the dice for either player is simulated by the appearance of a disembodied hand – spooky!



▲ If you are playing against the computer, you can choose its 'face' (there are eight different faces to choose from).

MYSTICAL NINJA STARRING GOEMON

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

MYSTICAL NINJA STARRING GOEMON

PRICE £29.99

PUBLISHER Konami

RELEASE DATE Out Now

GENRE Action/RPG

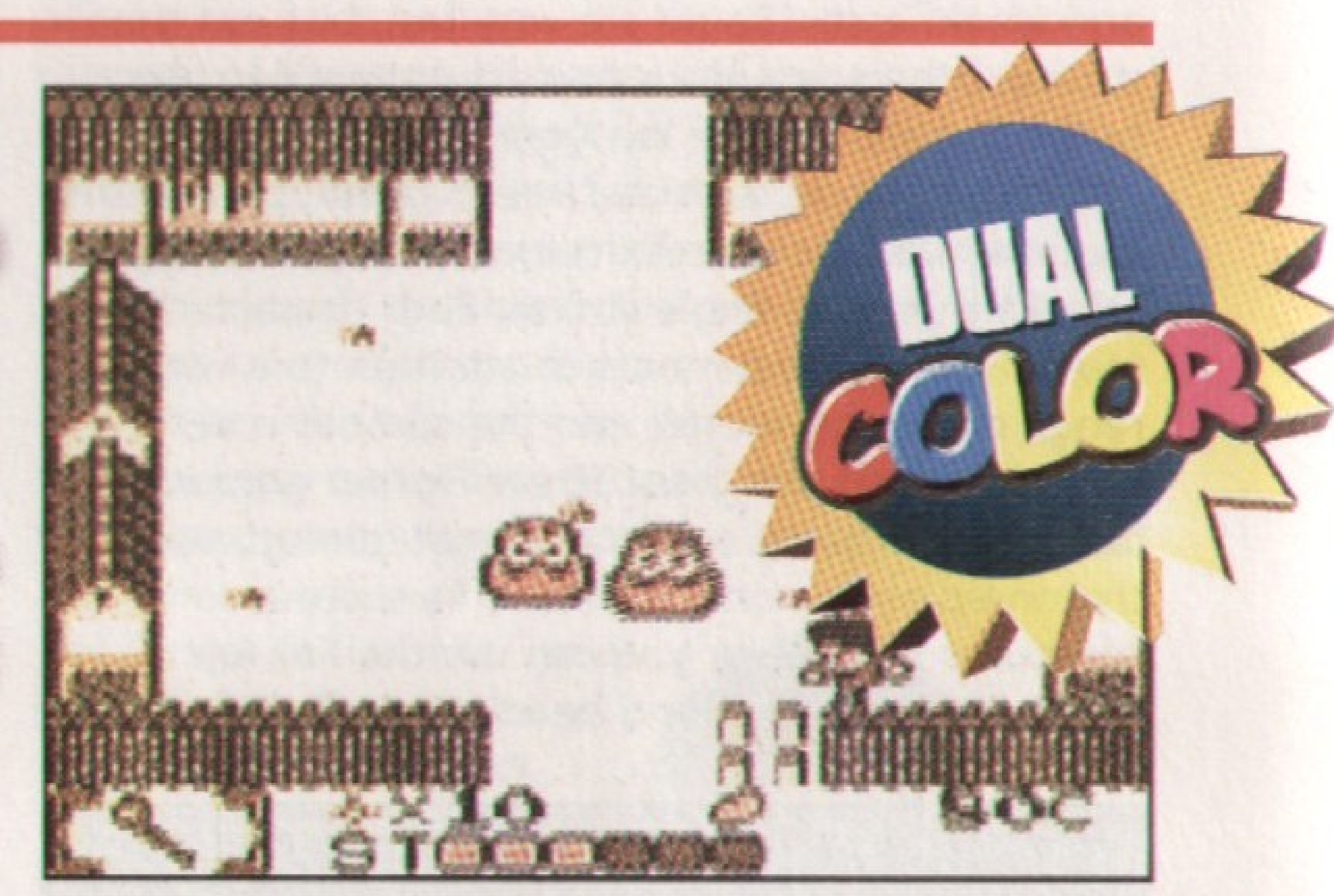
TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE



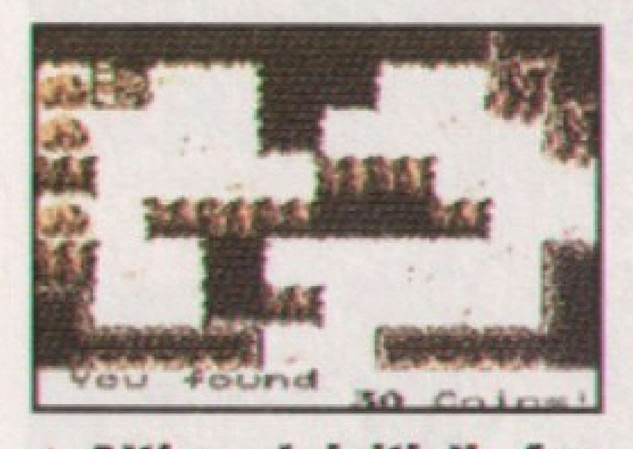
MYSTICAL NINJA Starring Goemon features the titular ninja Goemon and his companions Sasuka, Yae and Ebismaru as they attempt to rescue Ancient Japan from the nefarious Black Ship Gang. Initially, Goemon appears to be an intriguing mix of action and RPG, but falls short when compared to the likes of *Zelda: Link's Awakening*. And there lies the problem. *Link's Awakening* is now five years old, and unfortunately *Goemon* offers no real improvements over one of the original essential Game Boy titles.

The action mode is too fiddly by half, as you'll find yourself falling down a pit or into a river more often than not. You cannot save the game at any stage, as passwords are given on the completion of each level. This is annoying, since you cannot skip the intro sequences, meaning that you have to wait a minute or so before you start a level from the beginning again.

Mystical Ninja Starring Goemon is a brave attempt at a well trodden genre, falls short when compared to other Game Boy action/RPGs like *Link's Awakening* and *Final Fantasy*. Let's hope that Konami has more success in the future, as Goemon and co are great characters deserving of a great game.



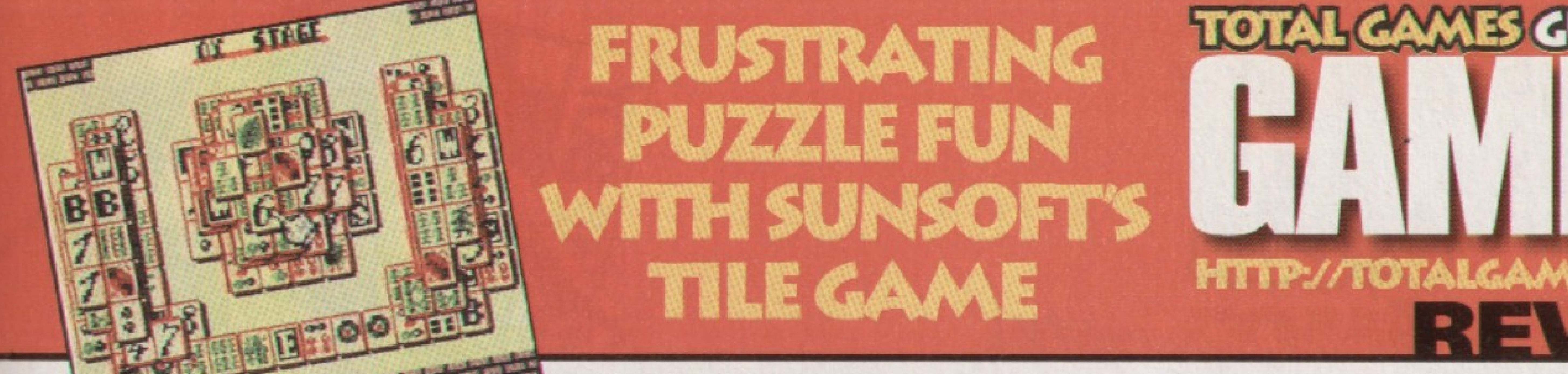
DUAL COLOR



▲ Although initially fun to play, Goemon falls short in comparison with other action/RPG titles like Link's Awakening.



▲ The game's introductory backstory is supplied by the above 'comic strip-like' panels – simple but effective.

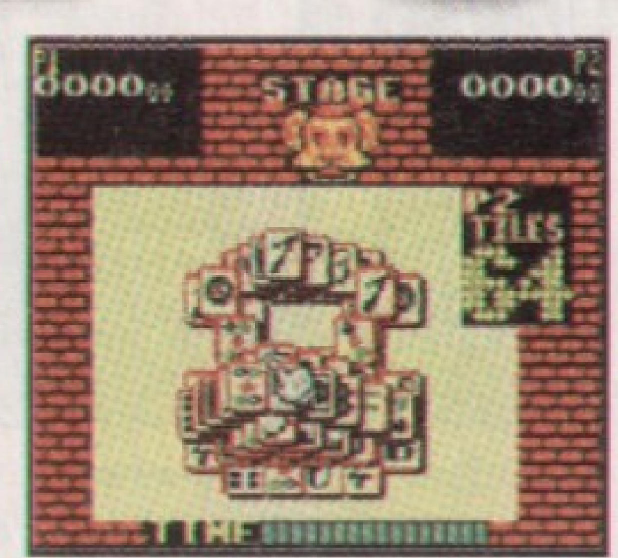


DEDICATED COLOR

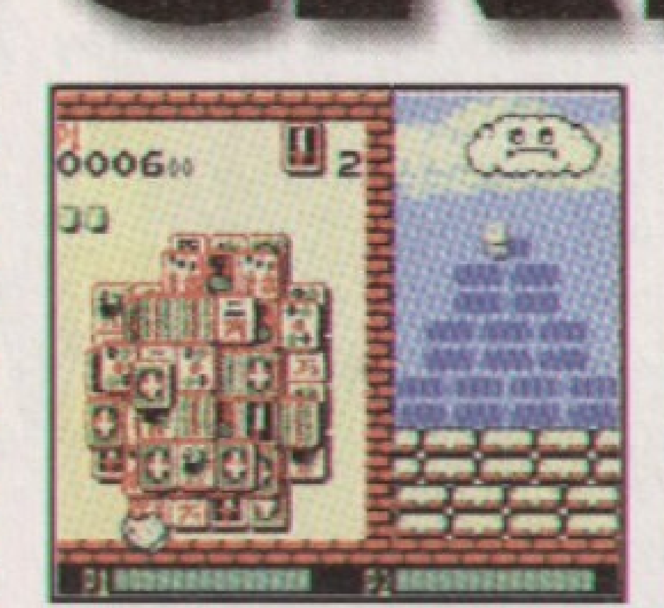
SHANGHAI POCKET



▲ **Finish one of the game boards and the animal who represented the board gets freed – isn't that cute?**



▲ **Each animal in the game represents a different pattern of tiles. They vary considerably in difficulty.**



▲ **The status of the other player in Hong Kong mode can be seen by the happy or sad expression on the cloud.**



▲ **This game gives new meaning to the term frustration. Mah-jong players may recognise the tile patterns.**

ARGUABLY THE most popular non-Color Game Boy game ever was the very first game, the one that came with the machine itself, Tetris. Its popularity could be attributed to two things: the simplicity of the gameplay which meant practically anyone could pick it up and play, and the downright addictiveness of the game!

Shanghai Pocket is a game which Sunsoft hopes will have the same effect on Game Boy Color owners. It's another puzzle game, but of a different style than *Tetris*.

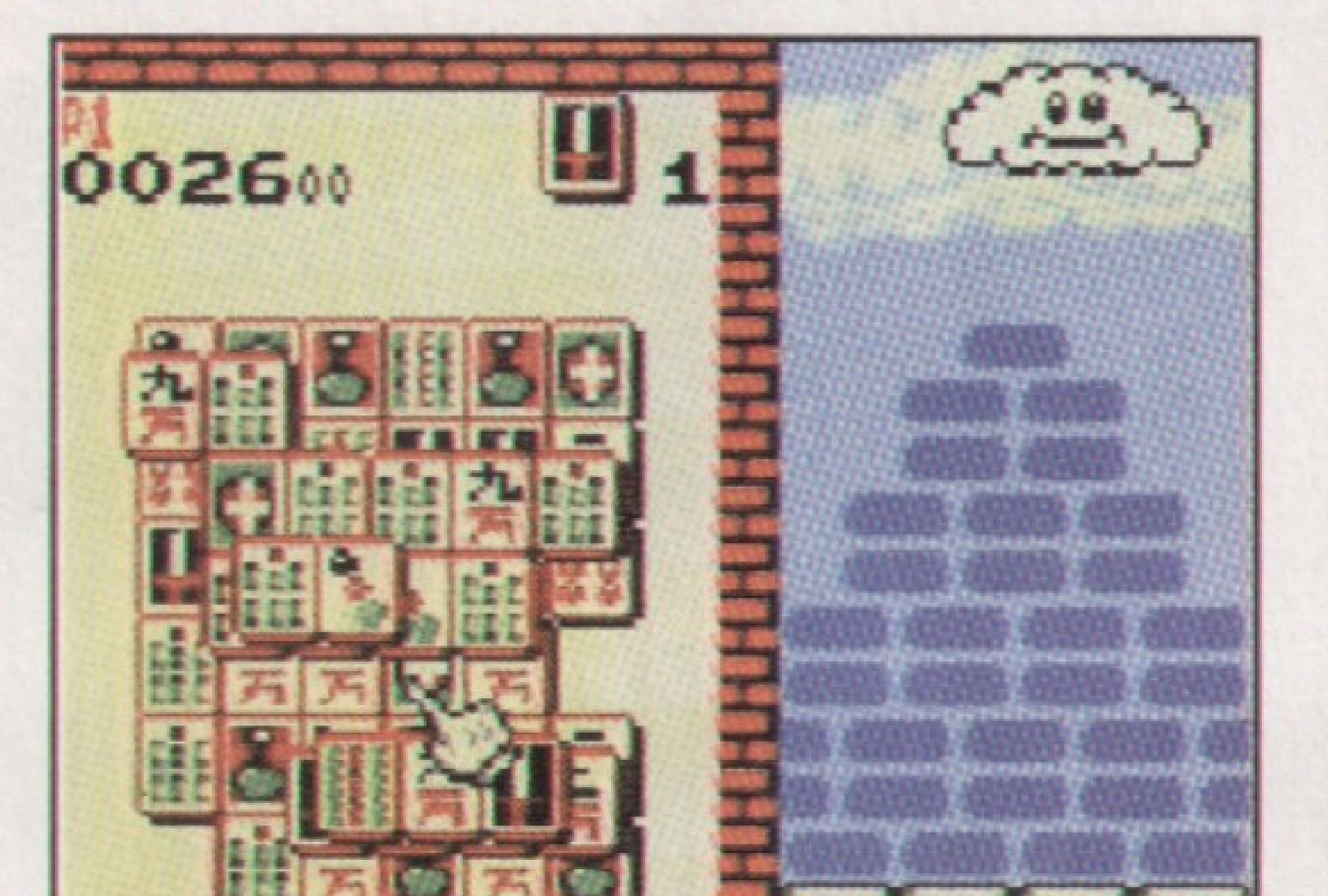
Whereas with *Tetris* you started with a blank screen and the pieces slowly dropped down to fill it up, in *Shanghai Pocket* you begin the game with all the pieces – or tiles – on-screen from the outset, and the idea is to get rid of them before the timer runs out.

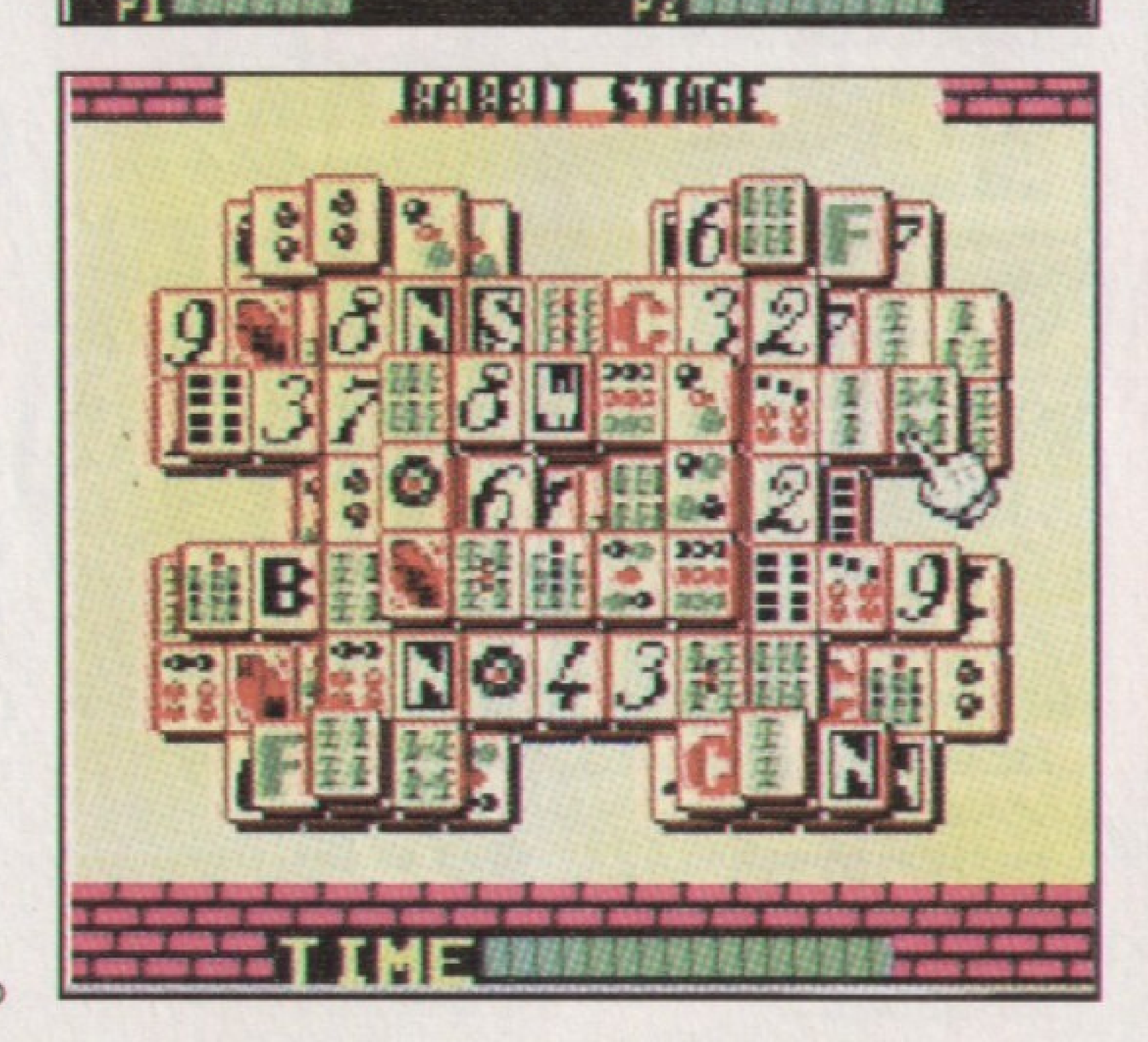
To do this, you must match tiles together. When you match two of the same, they vanish. Sounds easy? Well it's not. Because it's not quite as simple as all that. To make things a little more difficult, you can't select a tile that's between two other tiles or partially obscured by another tile. And more often than not it seems like the tile you really need is buried under a huge pile of others.

SHANGHAI SURPRISE

Shanghai Pocket offers three different game modes: Shanghai, Hong Kong and Gold Rush. In the main game mode Shanghai, you can play on one of twelve different boards, each of which is represented by an animal. In Hong Kong you play against the CPU or a friend via the link-up feature in a race to see who can clear the tiles first. In the Gold Rush mode, both players (again, CPU or link-up) must try to be the first to find the elusive golden tiles.

Shanghai Pocket is very addictive, although the difficulty level might put some people off. It has to be said though that it doesn't quite match up to *Tetris* for addictiveness, and the limited number of boards may mean it won't have quite the same longevity. Definitely worth a look though.





TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

SELECT A GAME

SHANGHAI POCKET

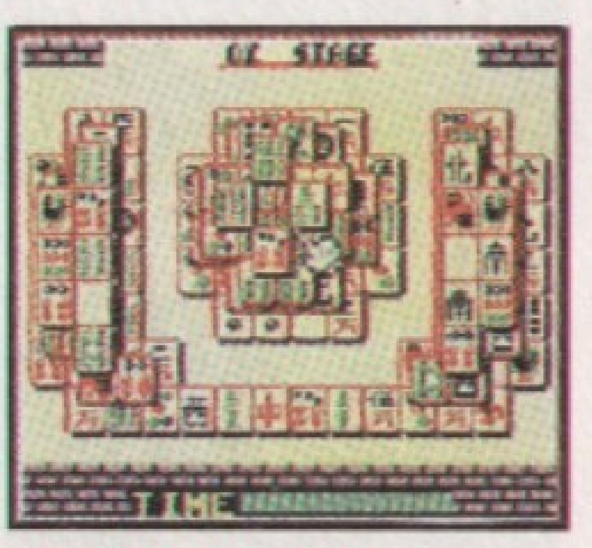
PRICE £29.99

PUBLISHER Sunsoft

RELEASE DATE January 1999

GENRE Puzzle

◀ **Hong Kong mode involves competing against the CPU or a friend. Their progress is depicted in the window on the right.**



▲ **The boards in Shanghai mode vary in complexity from... erm, 'hard' to 'extremely frustrating and far-too-difficult'.**



THE CLASSIC NINTENDO SERIES RETURNS FOR ANOTHER BLOOD-CHILLING ADVENTURE. PLUS, THE SOCCER GAME THAT'S BEATEN ALL COMERS ON THE N64 HITS THE GAME BOY!



CASTLEVANIA LEGENDS

DUAL COLOR

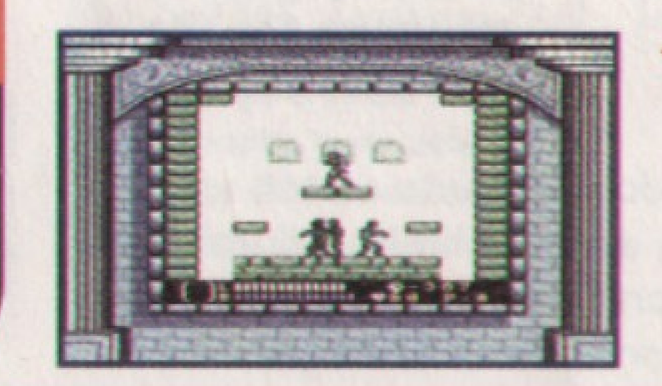
FORGET ABOUT stakes and holy water, all you need for this Dracula hunt is a new Game Boy and a copy of *Castlevania Legends*. Konami has returned to the *Castlevania* series, with Sonja Belmont cracking the whip as the heroine. Sonja is the sister of Simon Belmont who some may remember from the original Castlevania games, and there's trouble in Transylvania. Spooks and bats fill the air as you roam around the castle leaping devilish pits on a quest to find the Count himself.

BRAVEHEART

Castlevania Legends is a side scrolling platformer with two game modes to test your bravery. Playing the game in Light mode gives you a fireball feature added to your whip, whilst in standard mode players must collect power-ups found inside some torches. Inside the remaining torches you will find hearts to collect, which will reward you with valuable extra lives..

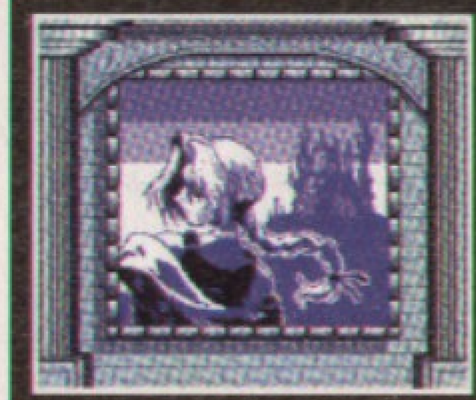
The music is eerie which adds a to the atmosphere of the game and the graphics are wonderfully clear making it thoroughly enjoyable to play. There are five haunting levels and a monstrous final dungeon to conquer, a great game for all age groups to enjoy.

▲ Vicious guards armed with long pikes wait for you at the top of this long climb. Shoot them before leaping to the platform.



◄ Fall into one of the many traps and you may have to battle your way out of Zombie filled rooms like this one.

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



CASTLEVANIA LEGENDS

PRICE	£29.99
PUBLISHER	Konami
RELEASE DATE	Out Now
GENRE	Platform

TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE

84%

INTERNATIONAL SUPERSTAR SOCCER

DUAL COLOR

FOOTBALL'S COMING home to Game Boy owners everywhere as Konami launches the world acclaimed *International Superstar Soccer*. Fun filled footie action with a wealth of options and international teams to choose from is now available in pocket-sized form for everyone who likes to stick the boot in. There are three different skill modes to suit gamers of all abilities and a match timer option which allows you to determine how long each game will last. With a wide range of strategies and formations to choose from you can be in total control of your tactics whilst lending the team an extra hand with your goal celebrations. At the end of a game, if the match is tied you must face the tense and exiting penalty shootout to decide who'll be the winner and an aftermatch analysis will show who was the better team on the day.

▲ When the final whistle blows you will shown the match statistics to show how well your team performed.

▲ ISS offers a wealth of options to organise your international squad, from strategy to formations.

▲ If the two sides remain tied at the end of the game, you must face the terrifying penalty shootout.

GAME BOYS FOR GOALPOSTS

On the downside *ISS* could be slightly faster, but the music is good and adds to the enjoyment of the game. You soon get the hang of when to pass the ball and also the best ways of putting the ball snugly into the bottom corner of the net. *ISS* is truly a world beater when it comes to soccer games and this title is no different, champion football for everyone to enjoy.

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



INT SUPERSTAR SOCCER

PRICE	£29.99
PUBLISHER	Konami
RELEASE DATE	Out Now
GENRE	Sports Sim

TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE

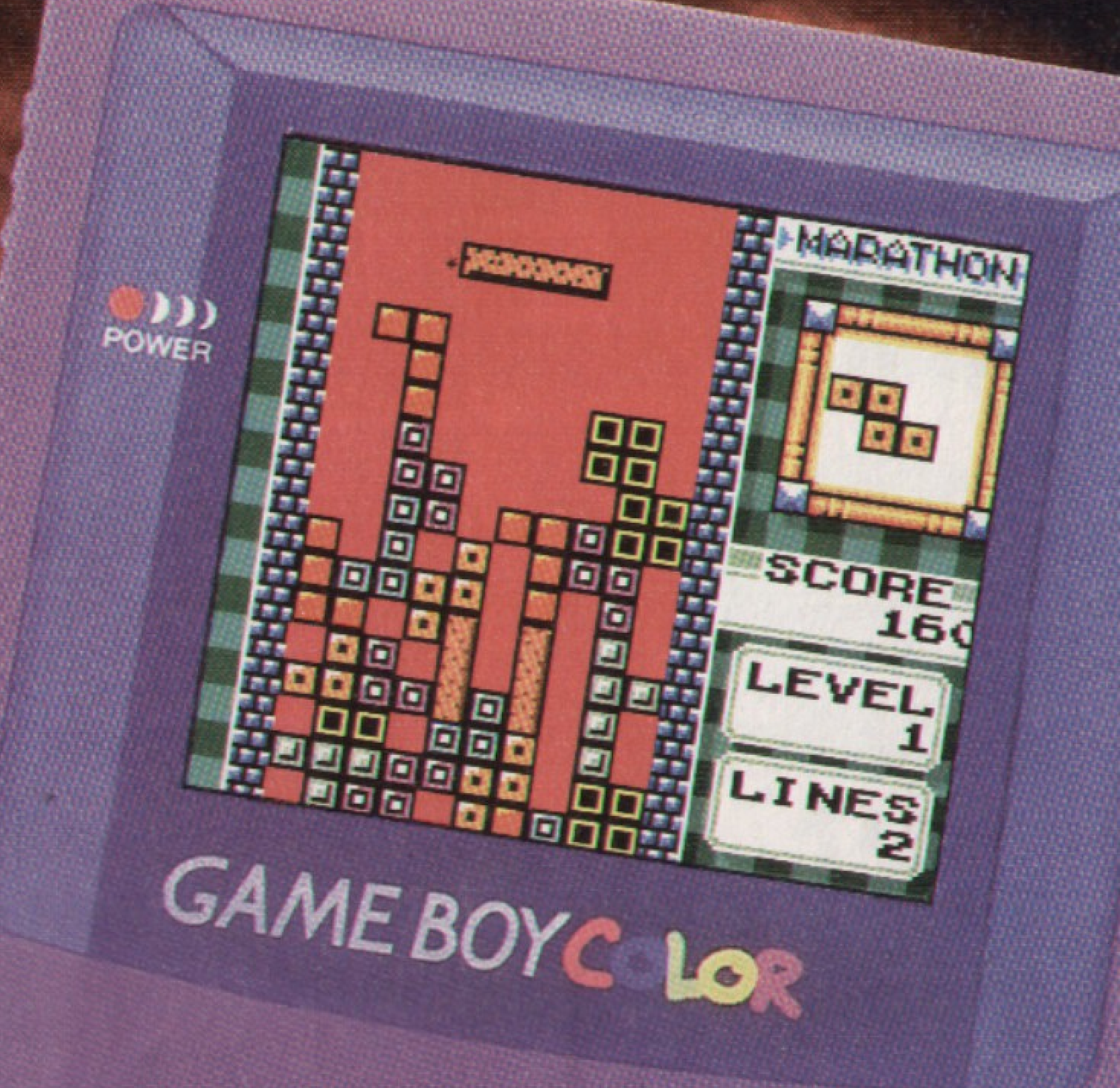
86%

5 GAME BOY COLORS AND COLOUR TETRIS UP FOR GRABS!

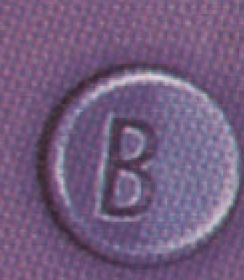
Nintendo®

WIN A GAME BOY COLOR!

IT'S THE GIFT TO HAVE THIS CHRISTMAS AND YOU CAN BRIGHTEN UP YOUR NEW YEAR WITH A BRAND SPANKING NEW GAME BOY COLOR AND A COPY OF TETRIS DX THANKS TO NINTENDO AND THE GAMES.









SELECT START

WE'RE SO impressed with the new Game Boy Color that we've dedicated an entire magazine to it. With an incredibly clear screen, new casing and an excellent infra red transfer mode which can be used to trade characters and weapons in some games, the new Game Boy is the ultimate fashion accessory and perfect for girls and boys of all ages. And we've got five to give away.

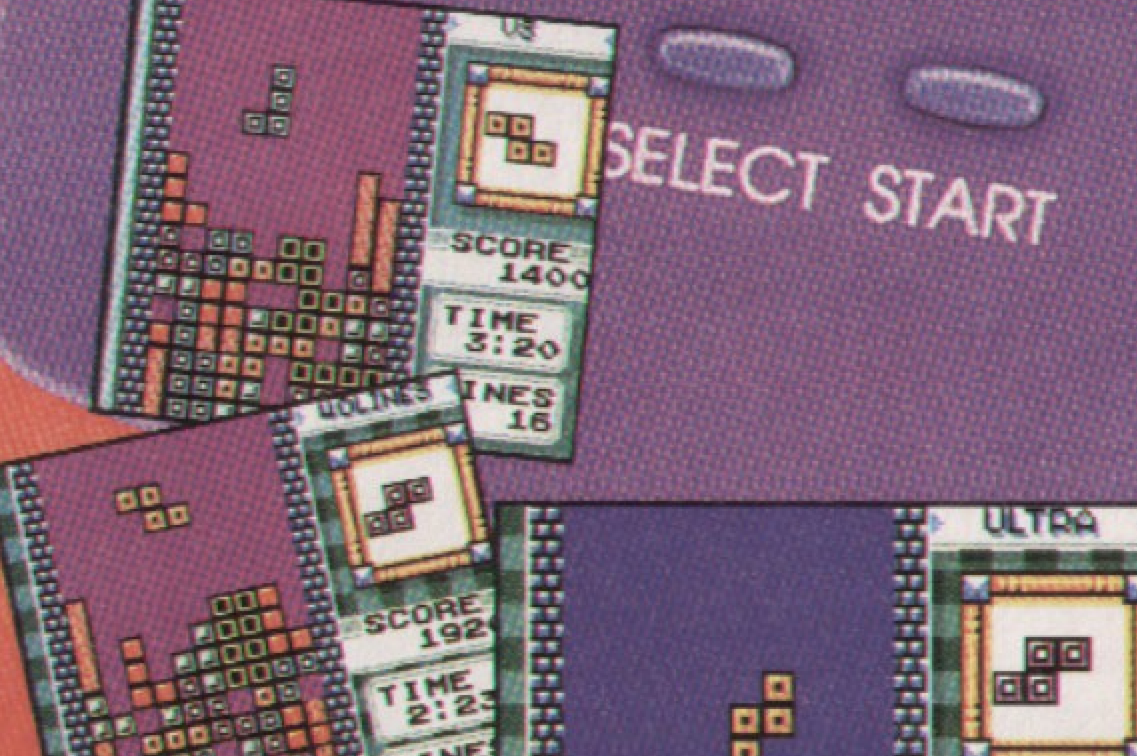
So what do you have to do to win one of these beauties? Well just answer the following question and send your answers on the back of an envelope or postcard to us no later than **15 January**. All correct answers will go into a draw and the first five lucky winners will each receive a Game Boy Color and a copy of *Tetris DX* (rated 95% in this magazine).

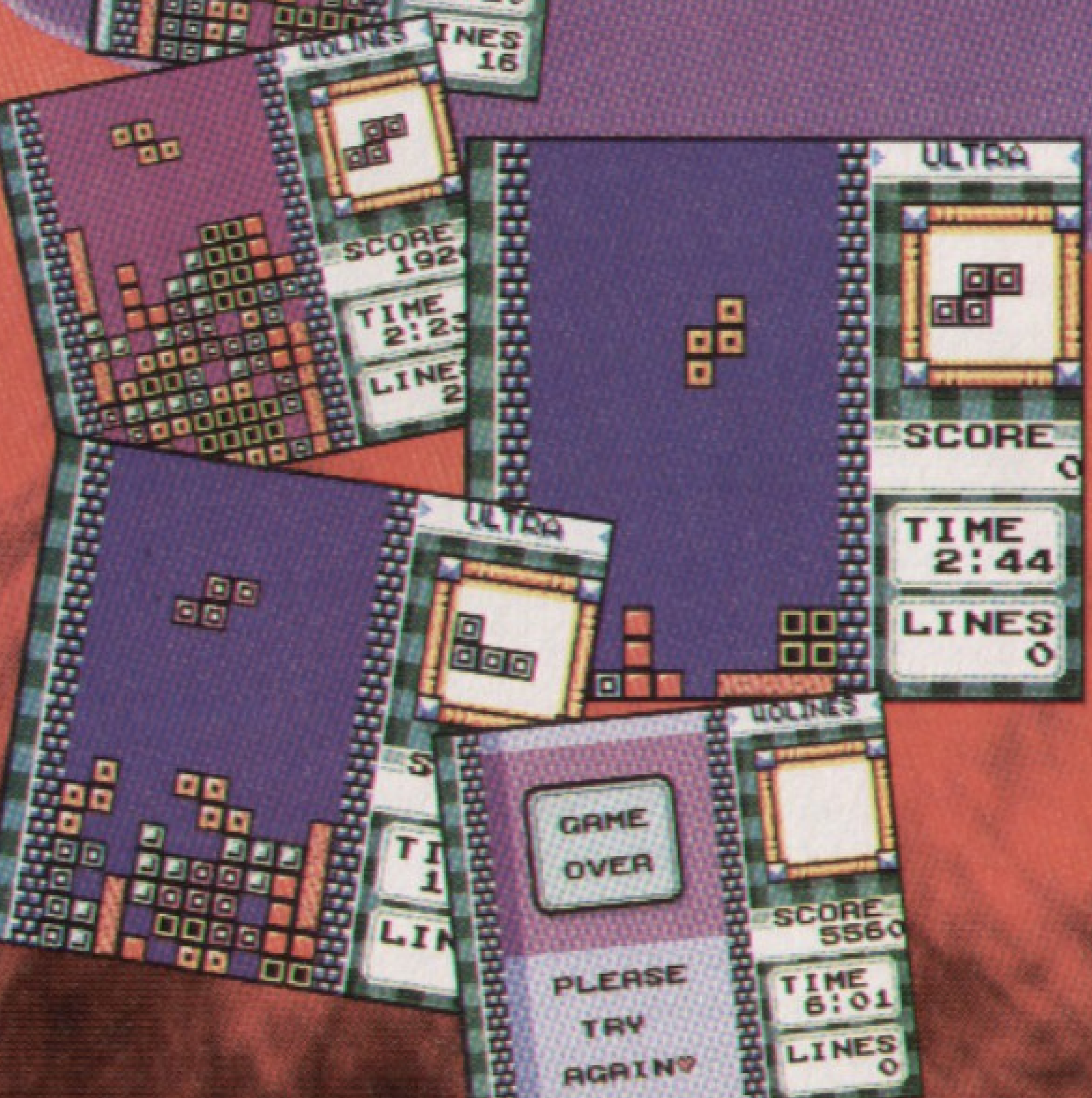
QUESTION

TETRIS IS THE GAME BOY'S MOST FAMOUS AND SUCCESSFUL GAME, BUT FROM WHICH COUNTRY DID IT ORIGINATE?

A. RUSSIA
B. JAPAN
C. AMERICA

Please send your answers to *I Want A Game Boy Color competition, Game Boy Color Magazine, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS*. Remember, get those entries to us by **15 January** or you won't be eligible to enter. Good luck!

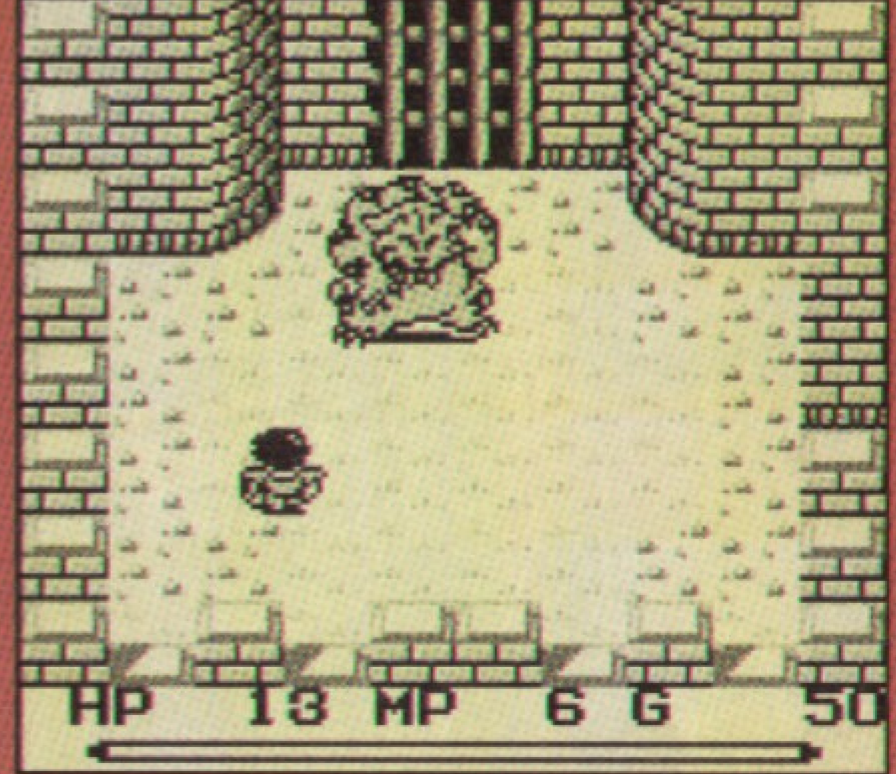




The editor's decision is final. No correspondence may be entered into. Employees of Paragon Publishing or its suppliers, THE Games, may not enter. All entries should be sent to arrive no later than 15 January 1999. The winner's name will be available in writing on request from Paragon Publishing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.

THE ADVENTURE CONTINUES WITH FOUR RE-RELEASED FINAL FANTASY ADVENTURES

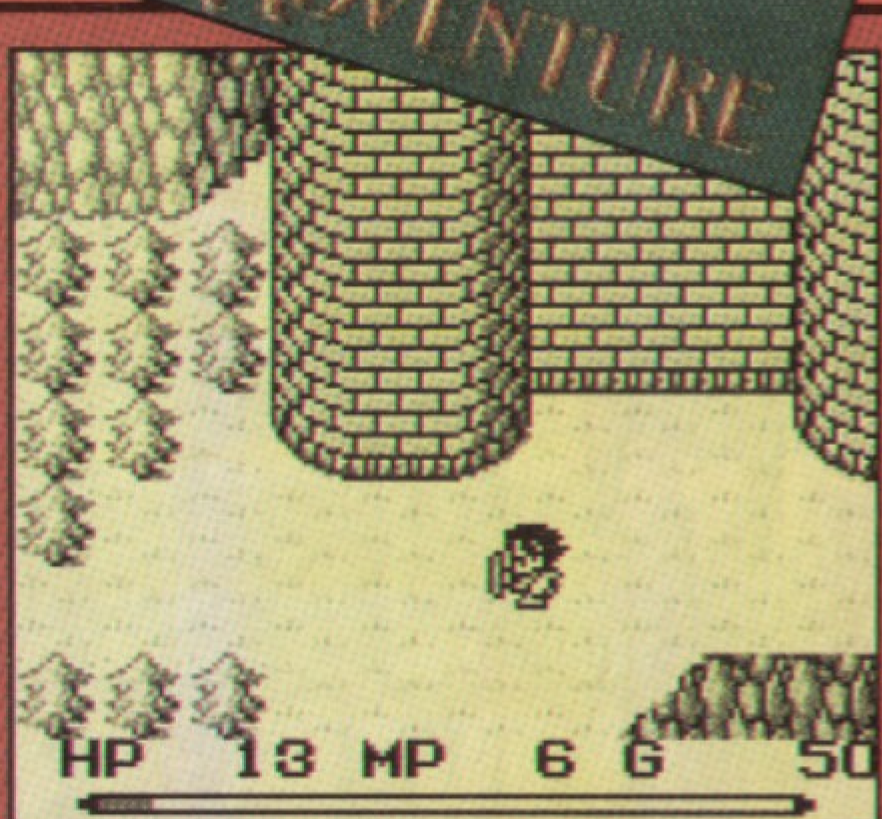




The game starts right in the heat of battle, take on this grizzly bear to entertain the dark lord.



Who said it was engrossing dialogue? This is as exciting as it gets folks...



After escaping the castle it's time to get down to some series business.

FINAL FANTASY ADVENTURE

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



FINAL FANTASY ADVENTURE

PRICE	£29.99
PUBLISHER	Sunsoft
RELEASE DATE	Out Now
GENRE	RPG/Adventure

THE FINAL Fantasy games are one of the longest running, and certainly the largest, series of role playing games (RPGs). The first (not surprisingly just called *Final Fantasy*) appeared on the Super NES several years ago, and the collection has been going from strength to strength. The seventh won countless awards and accolades, and last month the first Game Boy version re-emerged on the shelves.

When you've got a pedigree as long as *FF* has, it comes as no shock to learn that Nintendo hasn't just converted and toned-down an existing console game. *Final Fantasy Adventure* is an entirely new, and Game Boy-only, role playing game.

BAD MANAS

It's a classic story, a hidden shrine with mystical powers and some power-mad nutter who's out to rule the world. As with all good RPGs you play the unique role of 'the hero', the guy set to ruin the nutter's plan.

Most of the action is based in the world map, with interruptions provided by the occasional battle. *FF Adventure* uses a pretty standard hack and slash combat style, with an optional menu allowing you to take time to select your actions, magic and which items to use. This does distract from the plot a little, with the earlier battles lasting several minutes as you try to build up your character. It's a bit of a flaw that you have to play a new game for at least a couple of hours before you can throw yourself into the storyline. Attempt to set off before you've got a decent character and you'll be taking an early bath – some of the 'boss' monsters seem to be virtually impossible to beat!

Difficulty aside, *FF Adventure* is a question of patience. If you don't mind spending days collecting gold, items and making your hero a real hard git before seeing any real adventuring, then this is an ideal game.

DUAL COLOR



Pick your name carefully – you're gonna have to stick with it for a long time to come

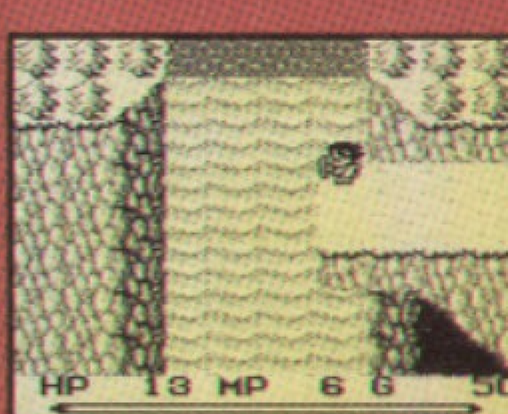
The graphics are pretty standard, but the sprites are surprisingly detailed and kinda cute! It's hardly a fast-paced game, so a lot of detail has been put into backgrounds and non-essential characters. The battle graphics are a little on the sparse side, but some of the magic effects are pretty nifty.

Sound is limited to the occasional spot effect during battles, but the music is moody and atmospheric.

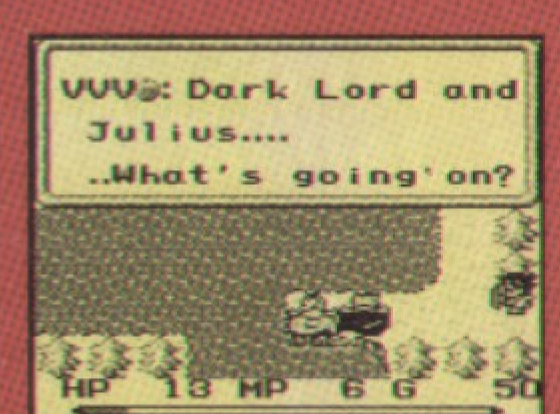
As an adventure which offers more depth and challenge than Link's Awakening, Final Fantasy Adventure is perfect, and offers exceptional value for money.

TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE

85%

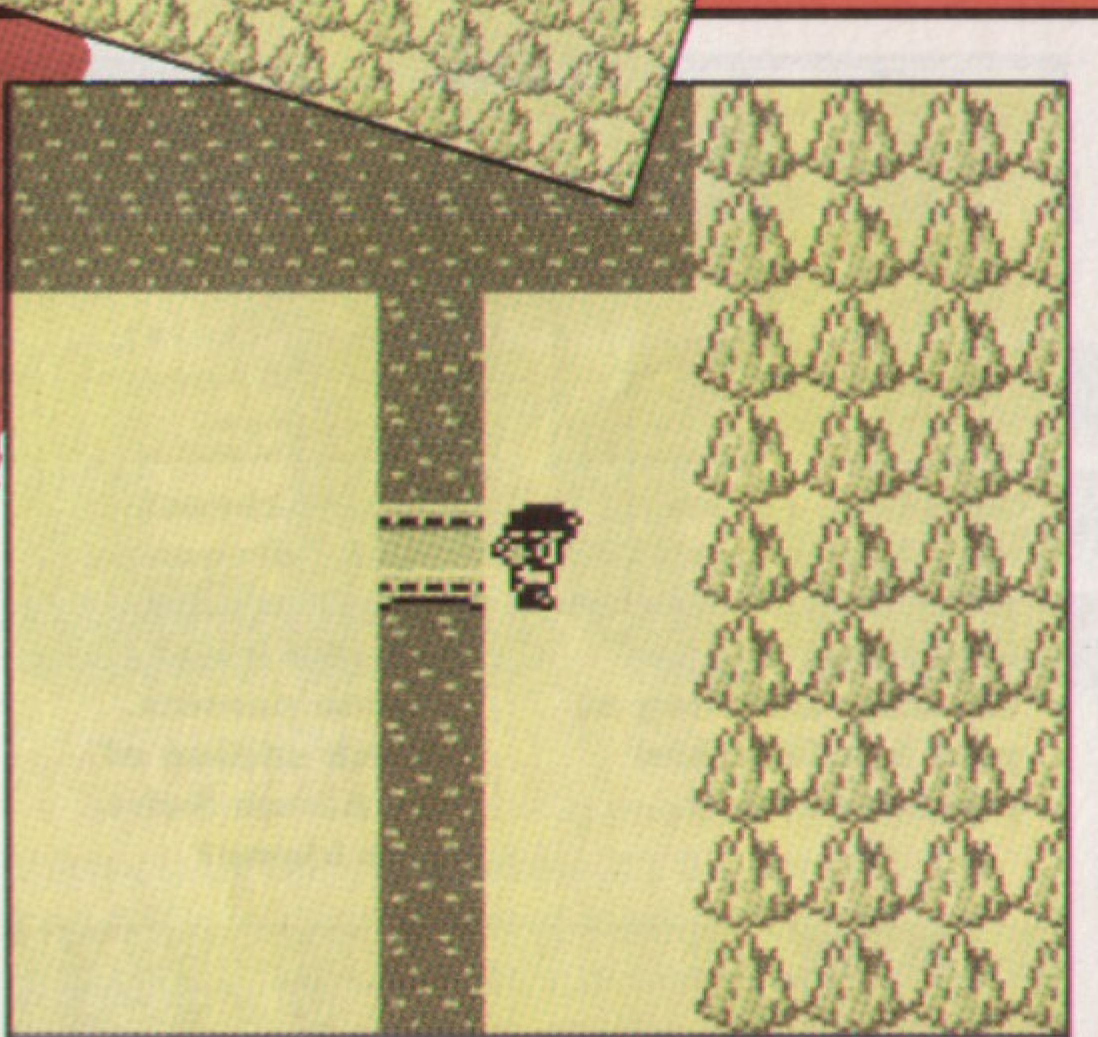


What's the betting there's something hidden behind that waterfall? A secret passage perhaps?

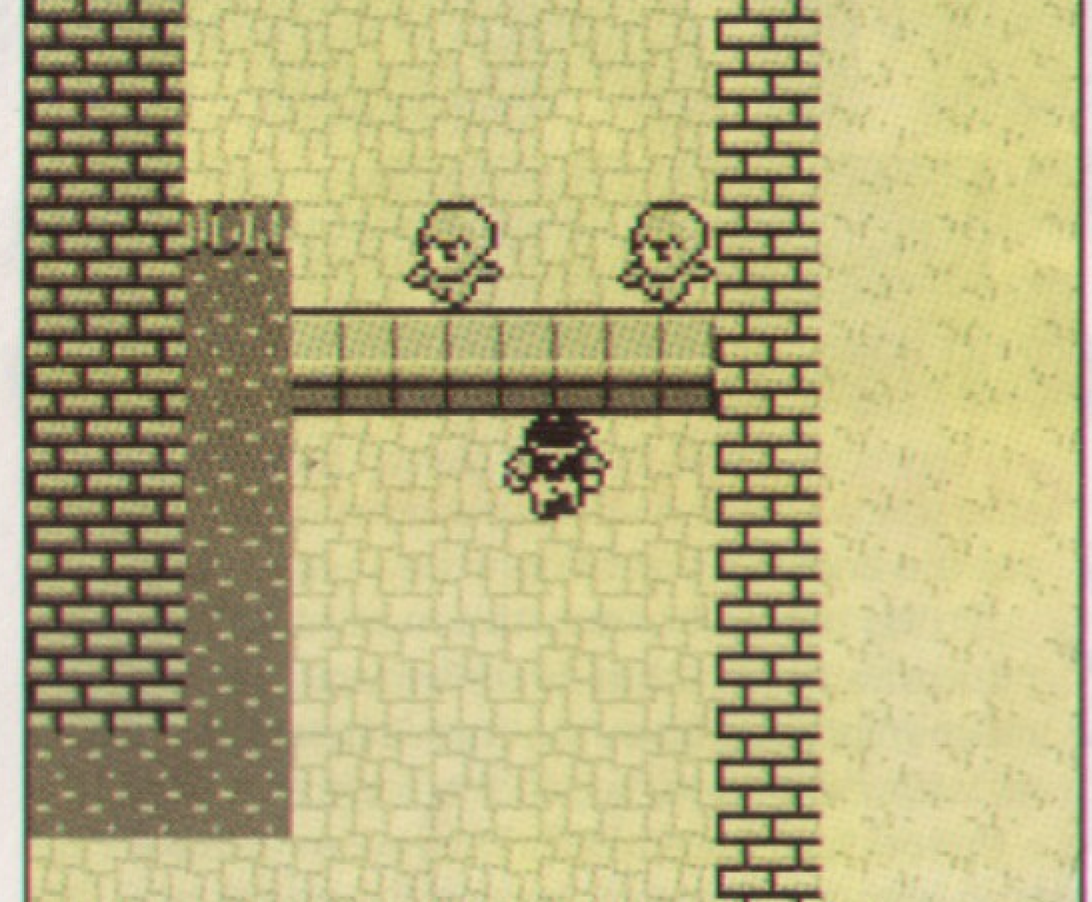


Some of the text is a little confusing. Makes you wander what they paid the translator for!

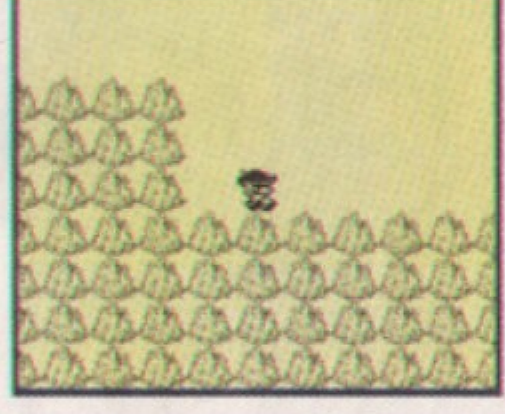
FINAL FANTASY LEGEND



▲ **Rivers that break up the scenario can be followed for hours. It's best to find a local bridge to save on all that trekking.**







▲ **You can walk for miles in a particular direction, only to discover there is nothing but mountains or trees.**

NOT CONTENT with bringing out the eighth outing for the *Final Fantasy* series on the PlayStation, it seems a whole host of Game Boy titles are necessary too. *Final Fantasy Legend* is the first of a trilogy, but is by no means any weaker than the following two.

FF Legend has only been released on the Game Boy, which means you can have a laugh at all those PlayStation owners with their fancy polygons and full motion video.

WE'RE ON A ROAD TO NOWHERE

Another massive RPG finally arrives on the Game Boy. Us in the West have had to do without RPGs (except the fantastic *Zelda: Links Awakening*) for the hand-held for too long. What better way to spend those boring train journeys? Running around collecting masses of gold and buying some top monster-slaying weapons!

Final Fantasy Legend is truly a huge game. It's not so much the plot line and actual quest that takes the time, you are likely to spend weeks finding all the hidden sections and bonuses, just like all good RPGs. Unfortunately it's not without it's problems.

All role playing games are about building your characters to a level where you can get through the next bit of the quest, but in *FF Legend* it takes just a bit too long to make your characters anything but a pack of wimps. There's also a problem with the weapon system, some weapons just don't work against certain sorts of enemies. Imagine the situation: you've just spent three hours saving up enough gold to buy some demon of a sword, first battle and it turns out it only works on a handful of enemies! The worst bit is it doesn't tell you this until you've rolled up your sleeves and squared up to your foe. Chances are you'll be reloading your game and cursing the last three hours of your life.

One of the most appealing aspects of RPGs is the interaction with characters, but in *FF Legend* you are lucky to get more than a handful of words out of people – and practically nothing from non-quest characters. It's a big shame, because the plot is engrossing and the characters believable.

Graphically it's a little on the plain side, with only seven major types of enemy you get thrown by the lack of variety. The music is good though, but the spot effects tend to grate on the ear.

All in all *FF Legend* will keep you playing for weeks, but you'll only ever play it once.

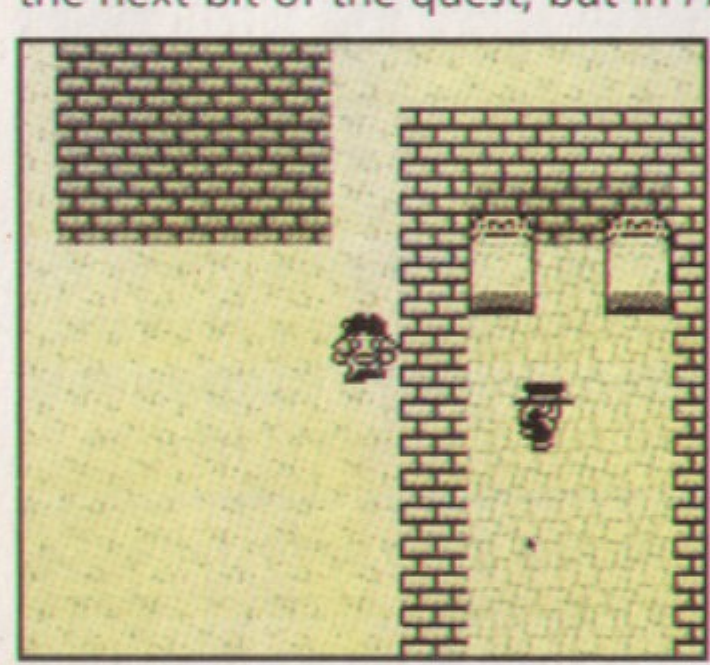
TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



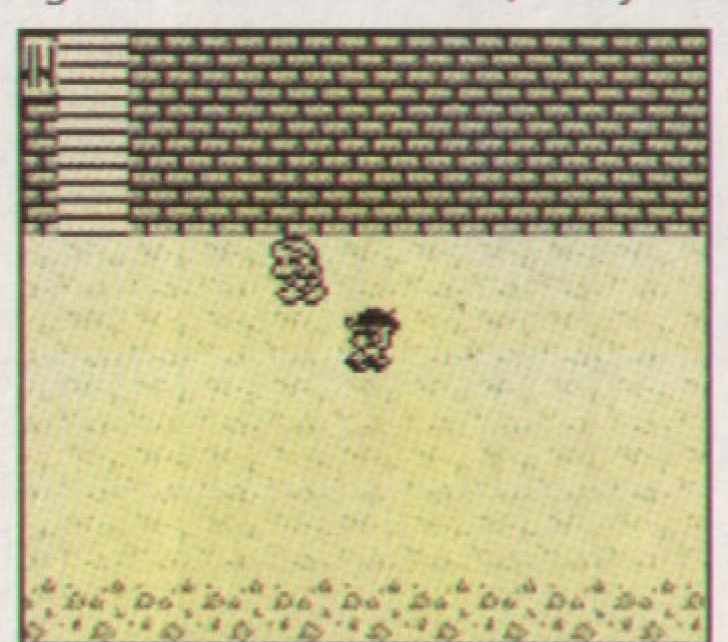
FINAL FANTASY ADVENTURE

PRICE	£29.99
PUBLISHER	Sunsoft
RELEASE DATE	Out Now
GENRE	RPG/Adventure

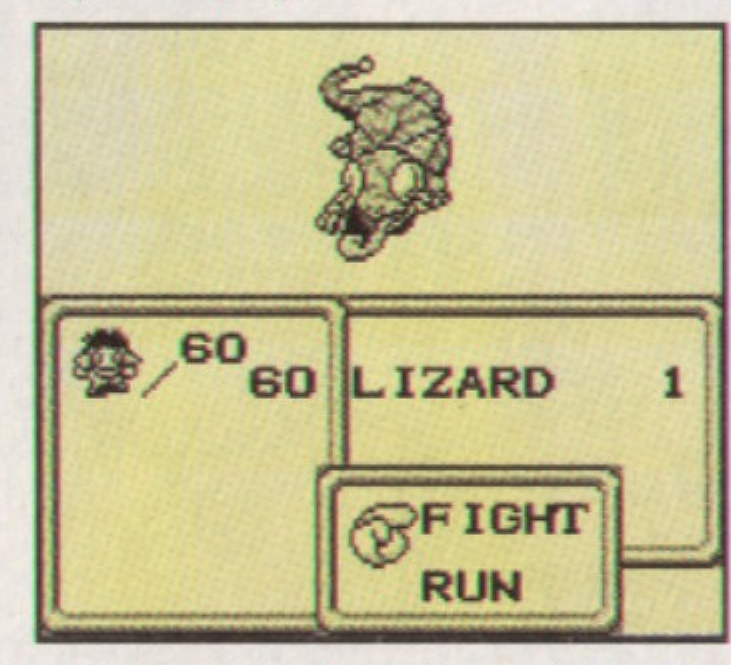




▲ **The graphics are a lot more simplistic in this RPG, but all the old favourites are here – including the ubiquitous RPG-bed!**



▲ **They are not too clever when it comes to protecting the town. One guard for a city of hundreds? And he's not exactly the tallest chap in the world.**



▲ **One-on-One fighting. You vs the Lizard. It's better to get some help before venturing too far from your home.**

THE LEGEND CONTINUES IN A FANTASY WORLD

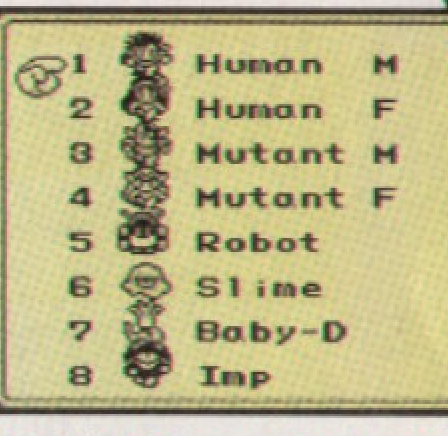
FINAL FANTASY LEGEND II

FINAL FANTASY LEGEND 2

DUAL COLOR

COMPUTER GAME sequels are the antithesis of films – they just keep getting better. Bearing this in mind it's no surprise to find that *Final Fantasy Legend 2* is much improved from the first 'Legend' outing.

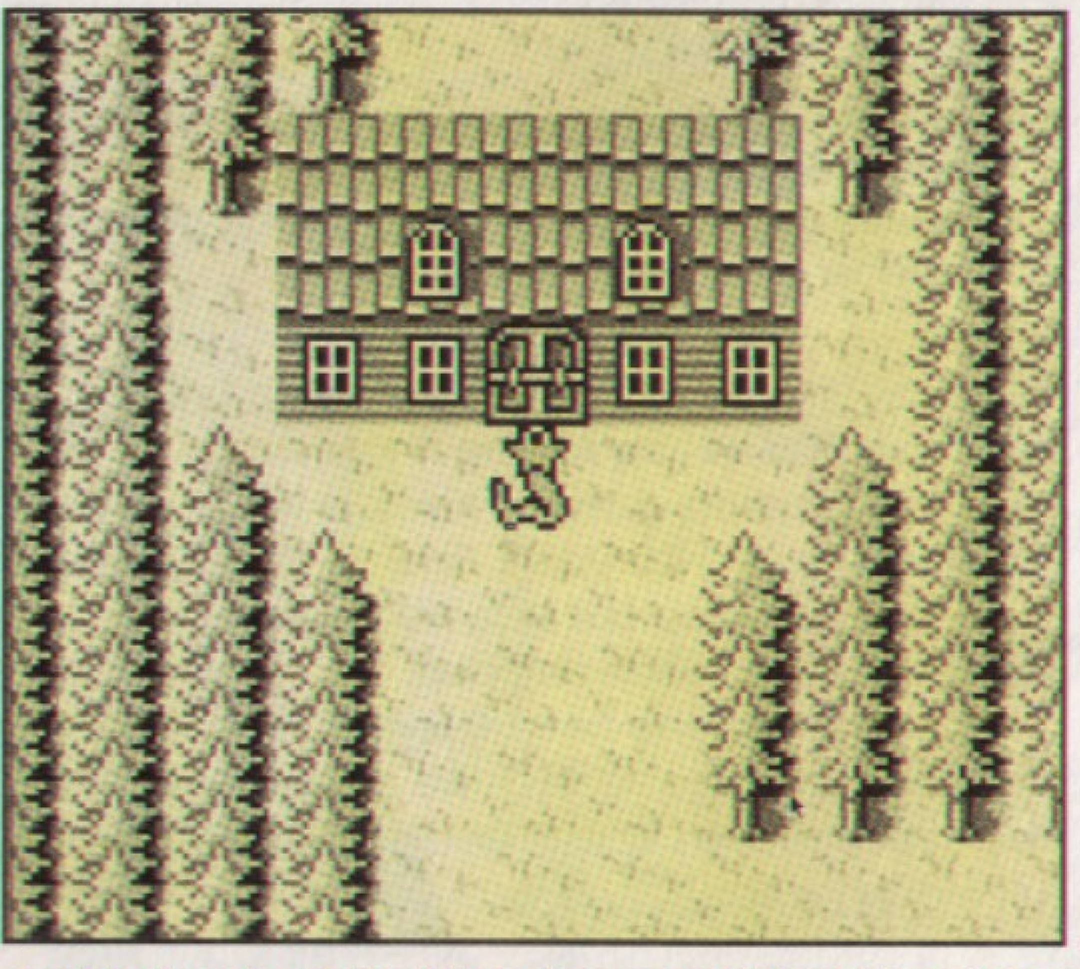
As with the whole 'Legend' trilogy, *FF Legend 2* is a full-on turn-based RPG. They seem to have learnt from the flaws of *Legend 2*, and have improved gameplay to a point where *Legend 2* can be considered a classic.



▲ Selecting a team of mutants, animals and erm... slime? Perhaps the enemy will be too busy laughing at your handkerchief partner to fight.

.. What is it?
Father: I have to leave now.

▲ Despite choosing a baby dragon as your character, you still have human parents. Which edition of the Karma Sutra is to blame?



▲ This is where it all begins, a small cottage that is strangely larger than all others in the village. Why is it only rich kids who get to be heroes?

WHERE'S THE DRAGON, THEN?

An unusual twist in the story is that you are given the quest item at the start of the game. There are no subtle hints, no secrets to follow, the story is laid before you from the very outset. Or so it would seem…

In one of the best written stories seen for many a year, you find yourself following an twisting, turning path to the ultimate goal. Even though it is still a linear adventure, the constant back-tracking and the odd dead end leads you to believe you are playing a game that is anything but linear.

The combat is much-improved from the predecessor, with more weapons to buy, armour to equip and magic to use. There is a lot more strategy involved during the fighting itself, with more options and more enemies to familiarise yourself with.

Learning experience and gaining enough money to buy equipment is nowhere near as difficult as past RPGs, but perhaps it is just a little too easy. It does cut down game longevity, but is probably a bit more realistic for a hand-held.

The graphics are top-notch, with a lot of attention to sprite detail and the world map. They are simplistic compared to other Game Boy titles, but set the mood adequately for an adventure title.

As with all *Final Fantasy* games, the music score is atmospheric but the spot effects are bland. Considering the improvements in gameplay the music doesn't seem as irritating as the first Legend title.

It's by no means a cheap game, but considering the amount of play it takes to complete it actually works out great value for money. Your average RPG enthusiast may find it short lived compared to some comparable adventure games, but it still offers plenty of engrossing playing time.

▲ There are a lot more characters in the villages in this sequel, all of whom are willing to talk nonsense for several pages if you bother them.





REVIEWS: FINAL FANTASY LEGEND 2



THE ULTIMATE ADVENTURE THIS WAY COMES...

FINAL FANTASY LEGEND 3

DUAL COLOR

THE THIRD game in the Legend trilogy is by far the greatest. It's also one of the best RPGs in the hand-held market. Having improved the *Final Fantasy* game structure even further, it's no surprise to discover that *Final Fantasy Legend 3* is an absolutely engrossing and entertaining title.

From the outset you control three characters with a variety of skills, abilities and magic. From here on in things start getting stranger. To cut things short (which is not easy with this game) the world map is big. As if that isn't enough, during the course of the quest you travel to the past and future (on many occasions) and even explore the towns and wrecks under the ocean. Some of the tasks have to be completed in one time so they effect the other. It gets really confusing, but takes the linear edge of the story. There isn't a particular order you have to collect the quest items in, except lacking some items will limit your ability to get from place to place. Without giving too much away, there is even an entirely new world map later on – but you've got to play it to see for yourself.

CH-CH-CH-CHANGES!

One of the best features is the ability to change your characters from standard run of the mill adventurers into cyborgs, robots, monsters and beasts. This not only changes their sprite, but gives them a whole host of additional skills, attributes and magic. By eating the meat of your fallen enemies (sounds a bit macabre) you can transform into one of over 60 beasts or monsters. By stealing robot parts from fallen machinery you can install it to became a fantasy version of Robocop! Regardless of which path you choose for your fellow team mates, they will continue to evolve as their levels increase.



As the game progresses you will find extra parts for a giant spaceship. Installing them in the ship will give you access to a whole new host of controls. Not least of these is the time warp ability, but others include weaponry and the ability to fly around the world map in any time zone. All of this adds an entirely new dimension to the standard RPG fare. There is only one complaint to make, and that's the fact that the equipment screen is confusing, and you often end up removing items when you want to be installing them.

With such dedication to involving gameplay and planning, some surprisingly detailed sprites and an effective musical score, it's one corker of an adventure game!

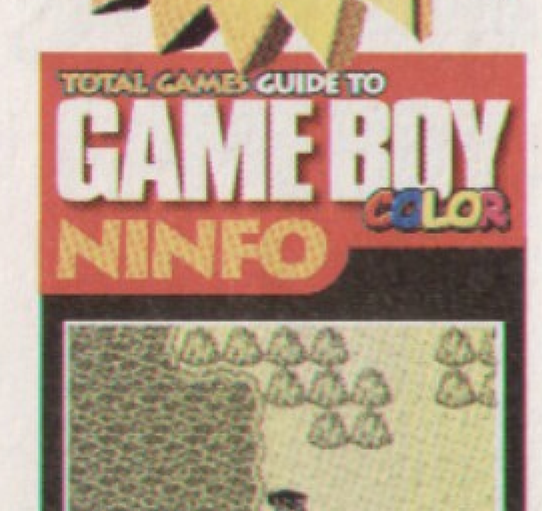


▲ **It's time for a dream sequence, or is your Game Boy just overheating? Nope, it's a dream sequence.**



▲ **It's definitely a fantasy world, you'll still see computers alongside crossbows and dragons alongside spaceships.**

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

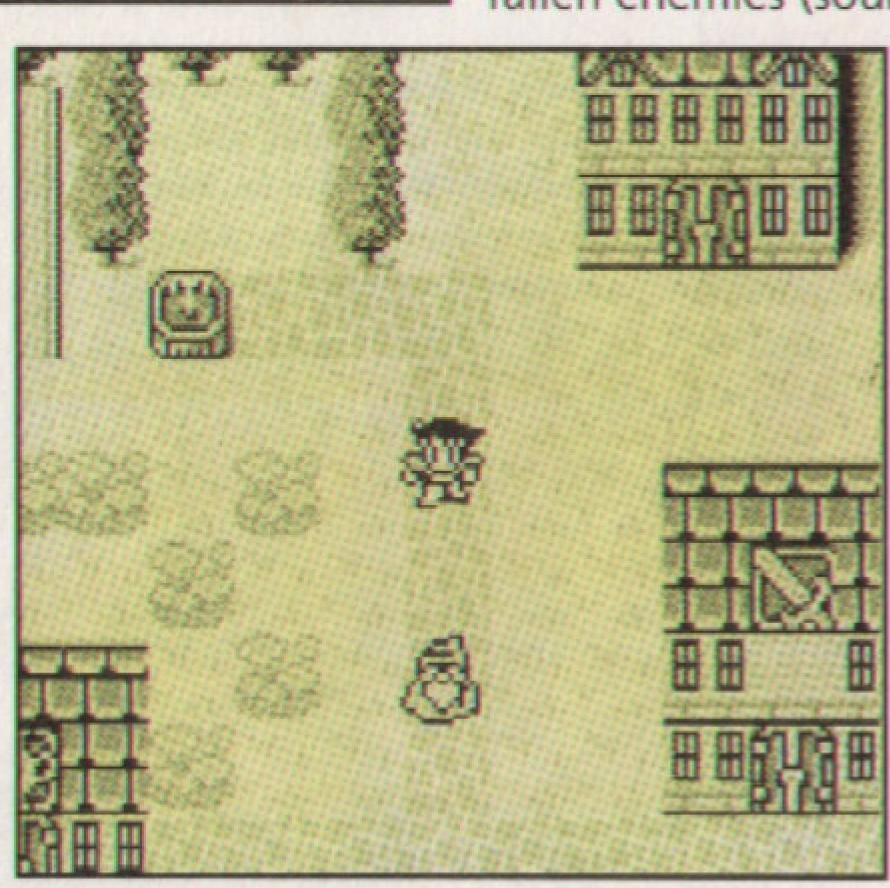


FINAL FANTASY LEGEND 3

PRICE	£29.99
PUBLISHER	Sunsoft
RELEASE DATE	Out Now
GENRE	RPG/Adventure

TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE

92%



▲ **At last! A decent RPG for the Game Boy! Could this mean there will be a new adventure game for christmas?**



▲ **The cause of it all – the Pureland Water Entity. It may just look like a giant tap on a cloud, but it's flooding the world and causing untold chaos to all in it.**



▲ **Feel the wrath of my flame Sprite-boy! See the fantastic spell effects in action, and watch the enemies burn!**

THE MICRO GAME IS BACK ON THE MICRO SYSTEM!



MICRO MACHINES

DUAL COLOR

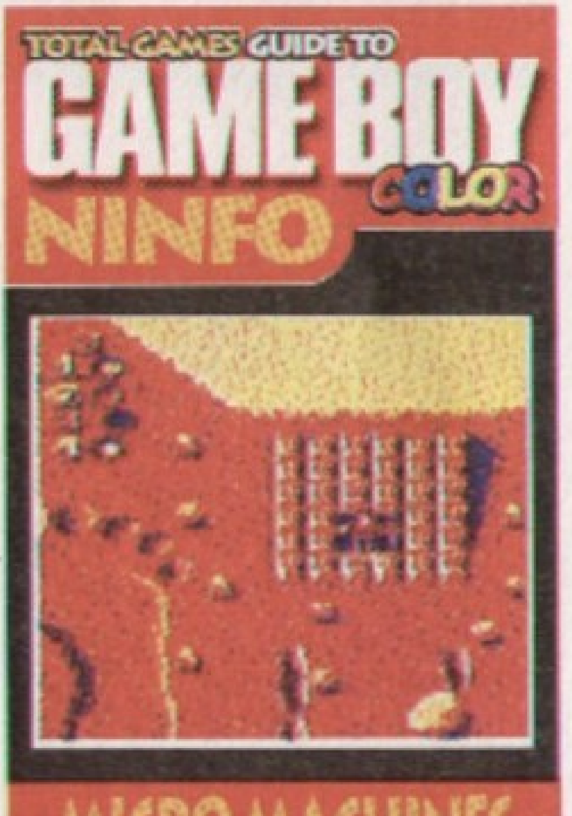
MICRO MACHINES has always been a classic and no matter what games console you happen to own a copy of, this little gem should be lurking in there somewhere. Now, with the re-release of *Micro Machines* on the Game Boy it looks just as good as before – only in colour!

Choosing from a selection of characters you then race around tiny circuits against equally small rivals. The courses range from a kitchen sink with deadly plug holes, to a school desk with sticky glue patches and ink slicks. The Game Boy Color doesn't quite utilise its full potential with this one though. Although *Micro Machines* hasn't been released in full colour you would expect it to use a few more shades than the bright red and yellow it has turned everything. The sand pit circuit is exceptable but when you reach the kitchen sink circuit and the water isn't blue you begin wondering what it was they were washing up in there!

MICROSCOPIC!

Luckily the re-release plays as well as you may remember. The vehicles are beautifully animated and handle incredibly well, which is a bonus because the last thing you need is a car that handles badly as well as being difficult to see! Each individual vehicle acts slightly differently from the next so learning to handle them becomes part of the fun. Also the multiplayer link-up ensures that *Micro Machines* offers the greatest playing potential.

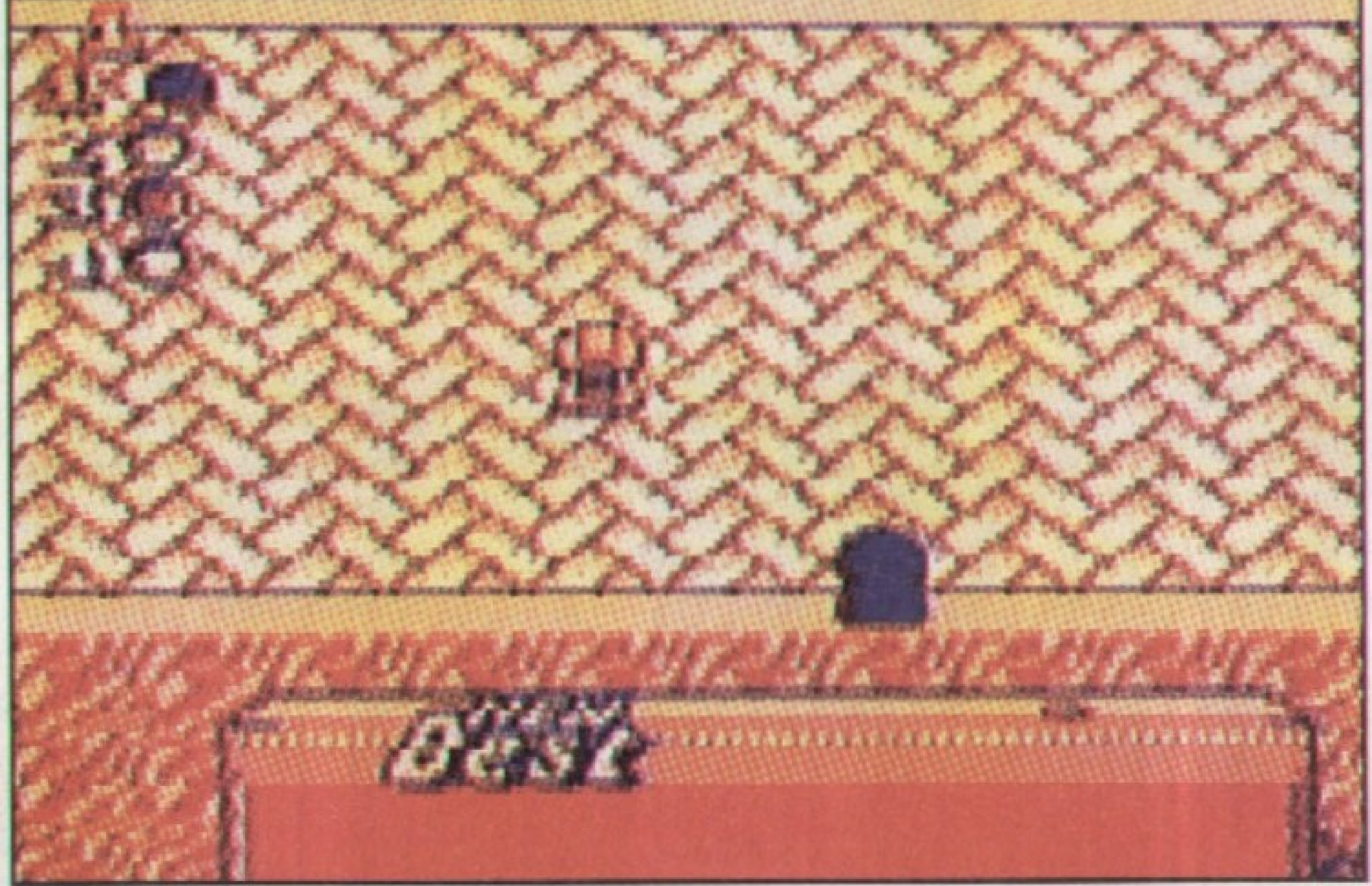
If you don't have a link-up (or any friends) *Micro Machines* still offers bags of fun for the single player. With a huge range of tiny vehicles, tiny opponents and tiny tracks the appeal is far from tiny. This game will have you screaming like a loony when you beat the others across the finishing post. Just make sure you're not on a crowded bus when you do it though!





MICRO MACHINES

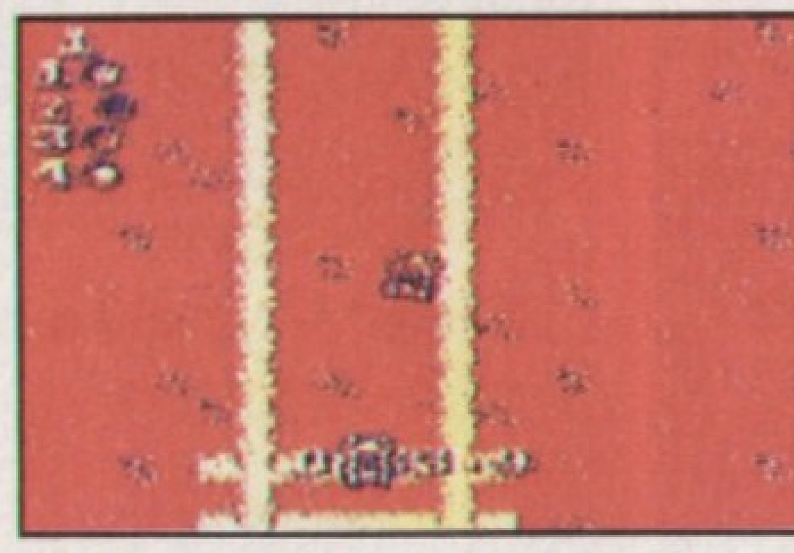
PRICE	£19.99
PUBLISHER	codemasters
RELEASE DATE	Out now!
GENRE	Racing



Jump from high jumps and your car will sail safely through the air. In the air is about the safest place you can be on this level.



Avoid the ink slicks or else your car will slide out of control. Luckily, so does everyone else's!



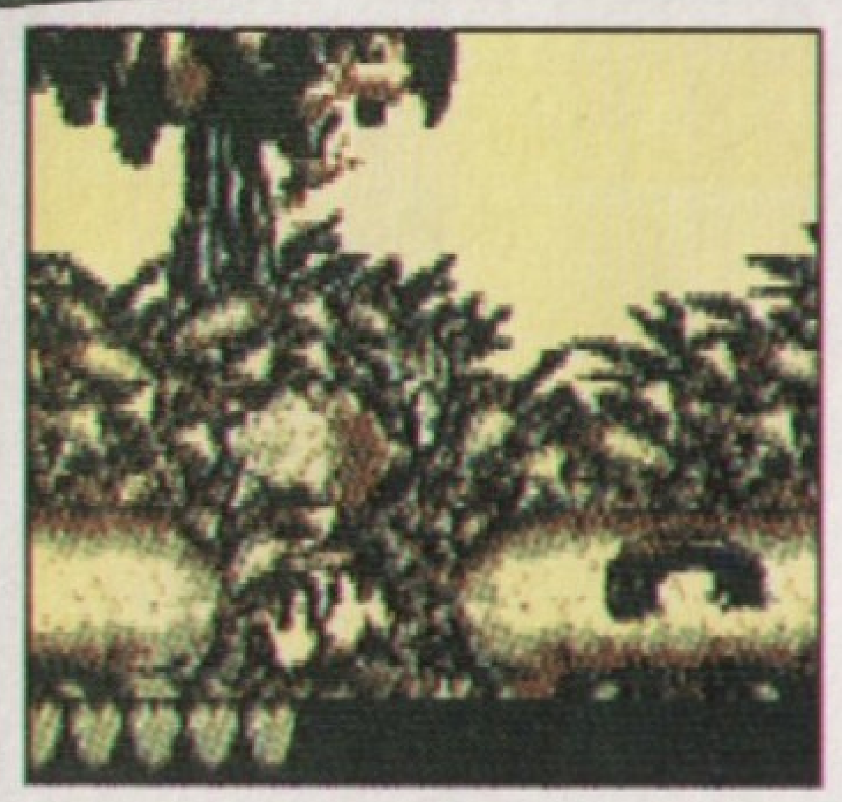
Get past the finishing line first to qualify for harder and harder races. It shouldn't be too hard at first but it gets worse.



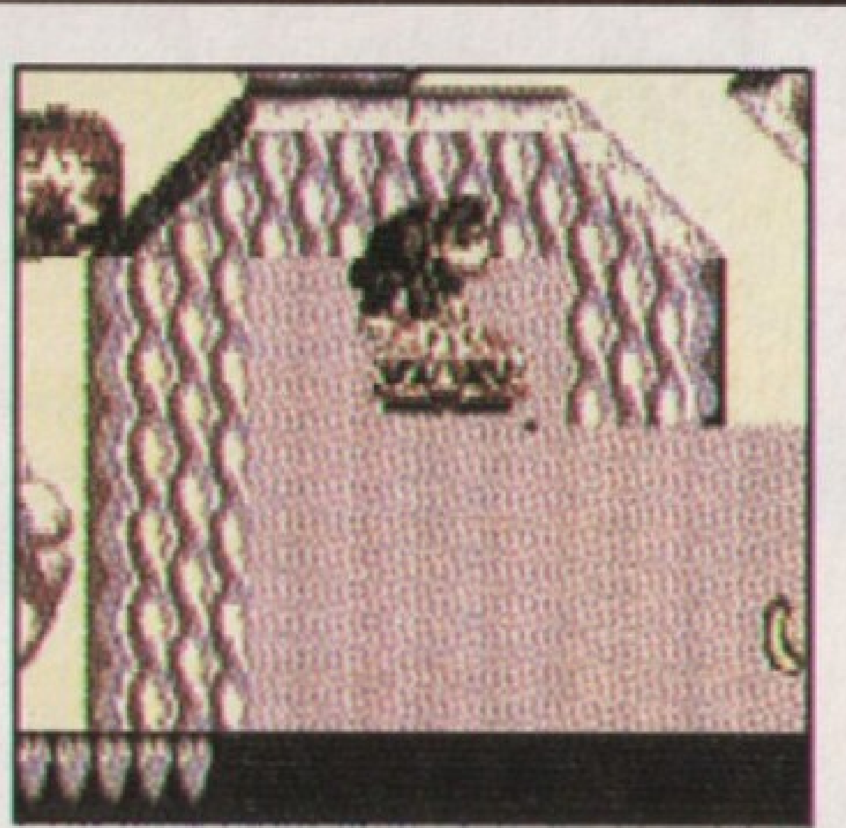
Jump the sand pit and land safely on the other side. If you land in it you won't like the consequences... boom!



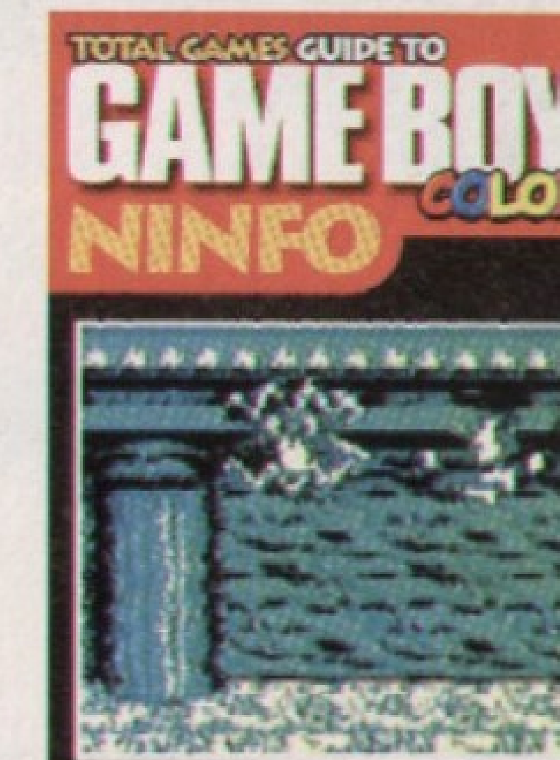
91%


▲When jumping from platform to platform watch out for everything. Even this worm is deadly. Honest!


▲ Break open a barrel and Diddy or Dixie will be waiting for you. If you get in them they will shoot you all over the place.


▲ Using the platforms is a good idea to get from place to place. It saves swinging on your long ape arms.

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



DONKEY KONG LAND

PRICE	£19.99
PUBLISHER	Nintendo
RELEASE DATE	Out now
GENRE	Platform



DONKEY KONG LAND

ONE OF the most popular games to hit the Super NES in its dying years, *Donkey Kong Land* works a treat on the Game Boy Color too!

Starting the game as Donkey himself you then get dragged through all sorts of perils on your quest set by the evil Kranky Kong. Along the way are Diddy and his pony-tailed sister, Dixie, to help out and you'll need it.

Although aimed at the slightly younger end of the gaming spectrum *Donkey Kong Land* holds enough interest to keep even hardened gamers coming back for a sneaky game. There are animals to be ridden, including Rhinos and Ostriches and there are treasures to be discovered, rollercoasters to be braved and even barrels that will shoot you into the air at high speeds. Add to these elements a host of varying bad guys who will stop at nothing to make you go ape (bad joke) and *Donkey Kong Land* starts looking like a classic. How does it look in colour though?

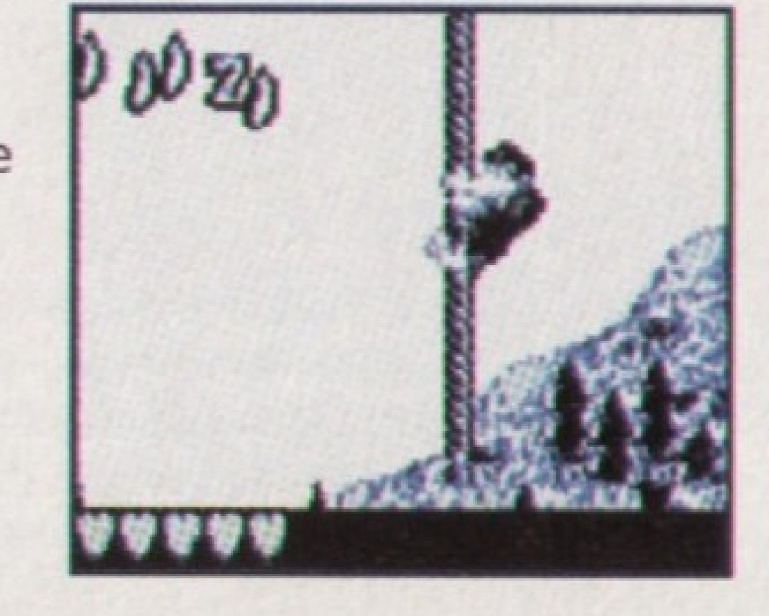
MONKEY NUTS

Surprisingly the conversion has gone very well and although it uses a very primitive palette each colour has been utilised to its best ability. For example, starting in the jungle everything comes in a tasteful shade of green, the lava levels are grey and red and even when one of your hapless apes dive down to Davy Jones' locker the screen turns a healthy blue.

The characters are also big and chunky on screen so you can see them clearly against the backgrounds which is good considering the detail that has gone into making everything as visually stimulating as possible. Whether this original will stand the test of time against its newer chimpy sequels has yet to be seen and what with the series continuing to be a success, it can't be long before a colour specific Donkey Kong game is unleashed. Until then though this little charmer will do just fine. Recommended.


▲ If you find yourself being attacked then jump and curl yourself into a ball. This will flatten any contenders.


▲ Collect the bananas in your quest. It's good to see that they all come out yellow on screen, they wouldn't look right otherwise.


◀ In the snowy world everything is a pale blue colour. We're surprised that he doesn't freeze his little monkey bits off!



PLATFORM ADVENTURES WITH THAT ANTI-HERO AND LONG-TIME MARIO ADVERSARY, WARIO!

Wario's mansion is full of coins which have been left lying around by the pirates. Grab as many as possible to access bonus games.

WARI



The levels in Warioland II are set on multiple levels, so occasionally you need to use a lift to progress.

WARIO'S NOT happy! Apparently a band of cut-throat pirates called the Black Sugar Gang and led by Captain Syrup (ooh, they sound dangerous – not!) have broken into his castle, trashed the place, and stolen all his treasure. And guess what, it's up to you to sort things out!

Warioland II is a platform adventure in the same vein as *Marioland* and the original Warioland. Starting in Wario's castle, you must guide the rotund moustachioed despot himself through a labyrinth of huge levels as he attempts to get his treasure back.

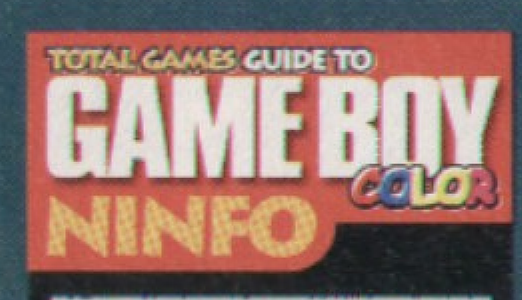
Of course, being Wario, he's not exactly what you would call defenceless. Wario can bottom bounce, shoulder barge and even pick up and throw his enemies (providing they've been stunned first) and it's a good job too, because there's an awful lot of them to deal with!

ANTI-MARIO

The first order of business is to find and silence Wario's poor alarm clock which has been got at by the gold-seeking invaders. Along the way Wario must overcome the first of the many enemies that have been left in the castle to attack him as well as negotiating the range of hazards that were already present before the robbery, such as the piranha infested waterways.

On his travels Wario can collect a great many coins which are hidden all over the place. Some are out in the open, some are hidden within items. Yet others are concealed in secret rooms behind walls which look much like any other wall, and the only way to locate these is by shoulder barging all the walls you come across.

Get enough coins, and you are able





WARIO LAND II

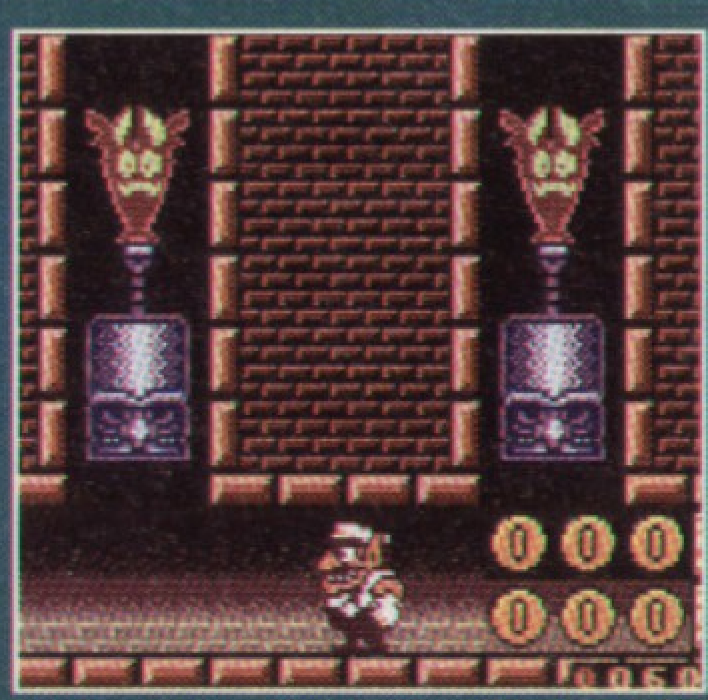
PRICE	£24.99
PUBLISHER	Nintendo
RELEASE DATE	Out Now
GENRE	Platform



The pirates have left behind a whole host of nasty creatures to impede Wario's quest. Fortunately he has a tough butt!

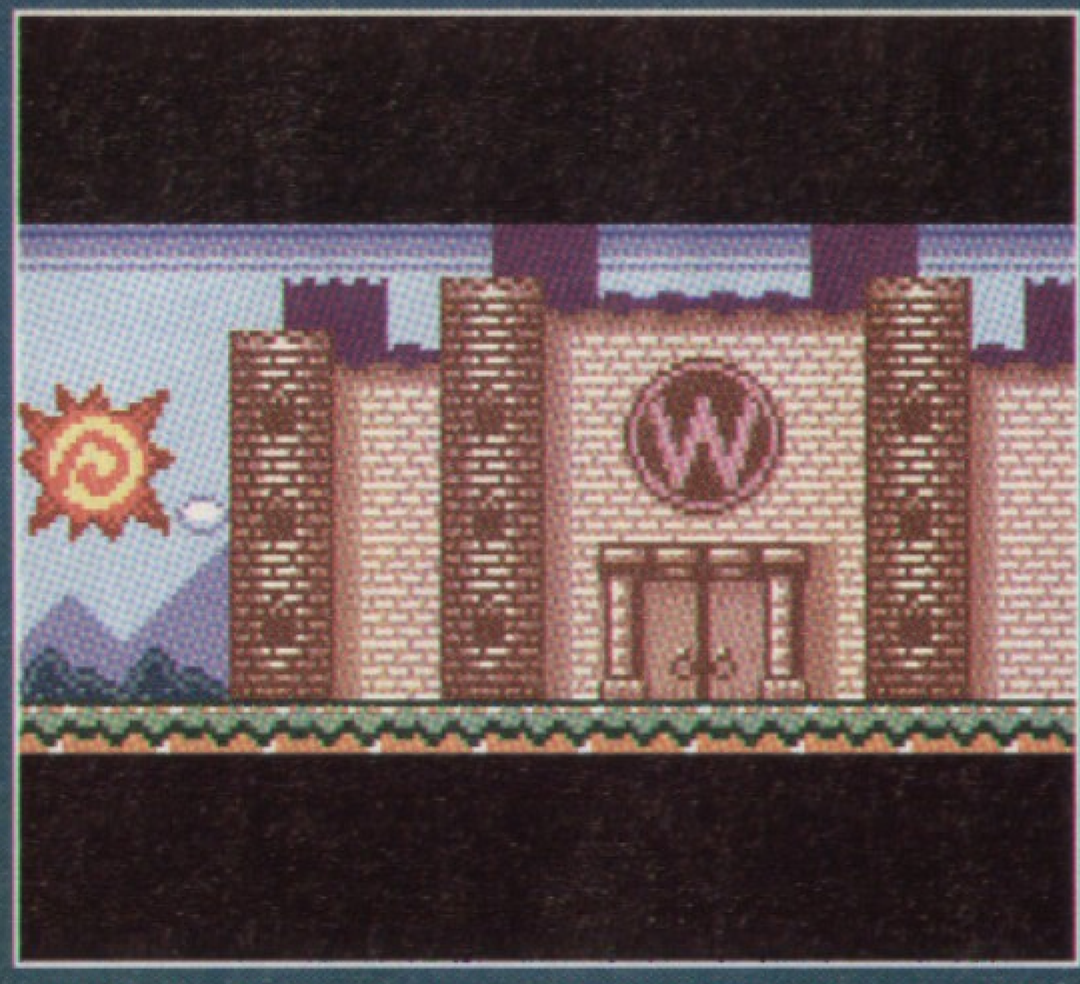


Although he's standing on objects in this shot, Wario can also swim in the water, providing the current isn't too strong.

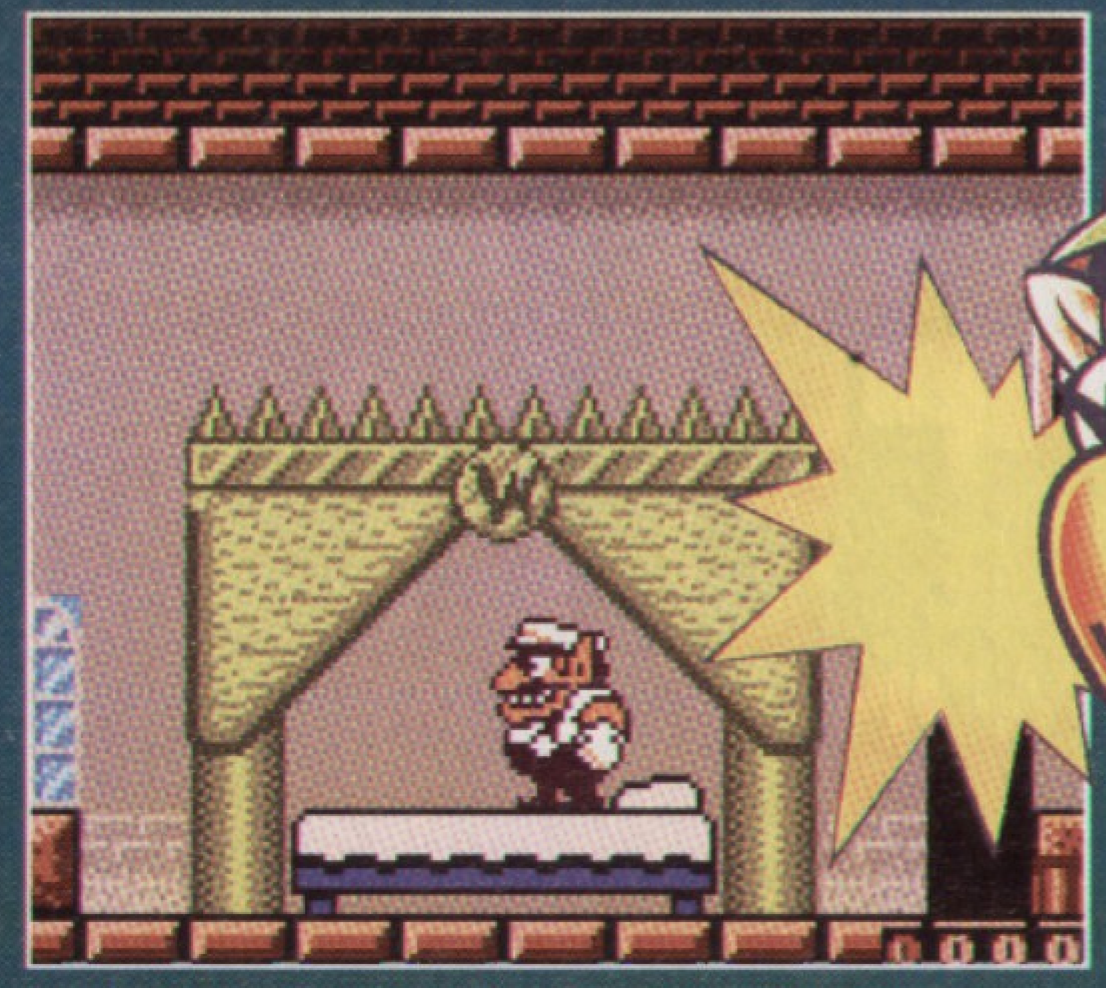


Hmm... those huge objects just to Wario's left look suspiciously like heavy weights – just dying to drop on him!





▲ Believe it or not, the introduction sequence is actually in widescreen! As if the screen wasn't small enough already!



▲ Wario begins his adventure in his lavishly decorated bedroom. He's not at all happy to have been woken up!



O LAND II



to try one of the different sub-games. These range from a pretty tricky mix 'n' match game where you must find a picture of a character from a whole load of others after only a brief glimpse, to a game where part of a number is revealed, and you must guess which number – kind of like the bonus game in the TV show Catchphrase.

The enemies in *Warioland II* are wide and varied and attack Wario in all sorts of different ways. Now Wario has one over on his old adversary Mario – he can't actually be killed. He can however be 'changed', and although some of these transformations are a pain, often you find they are useful too.

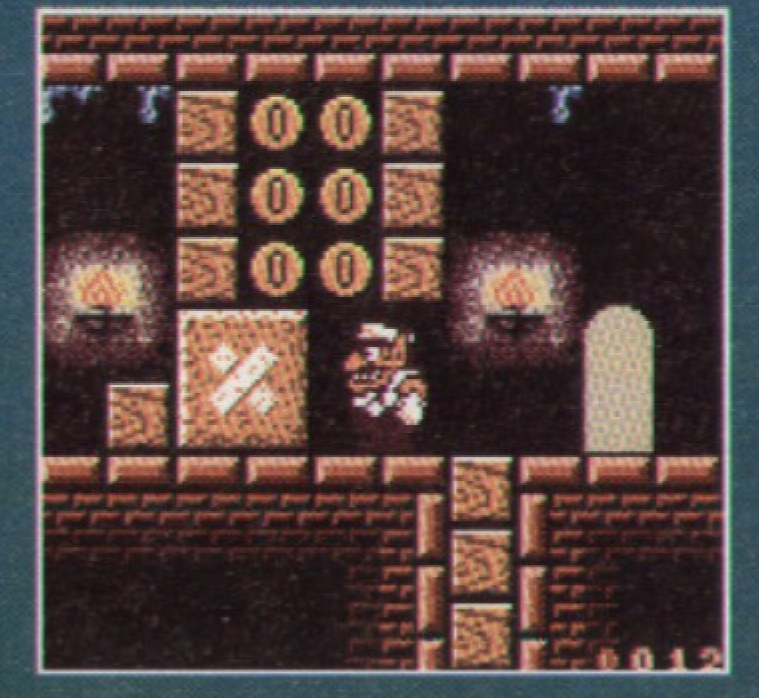
OI, FAT WARIO!

Take fire for example. Wario gets hit by a little dragon and suddenly begins running around uncontrollably; flapping his arms at the fire which is burning his bottom. Whilst this is awkward because you lose control of Wario while he's burning, on his rampage he destroys some previously impervious blocks giving you access to a new area. And he has a whole range of different transformations like this such as fat Wario – if he gets fed too much, zombie Wario and tiny Wario.

Warioland II is a joy to play. The range of moves the fat fellow has available is surprising considering that the game designers only had two buttons and a D-pad to work with and the graphics are beautifully done, giving real life to all the characters in the game, even the smallest ones.

The fact that Wario can't be killed means that you can take all the risks you like without ruining your game, and this, rather than making the game too easy – which by the way it isn't – makes it a lot more fun than most of the platform games currently on the market. Great for experienced gamers and beginners alike!

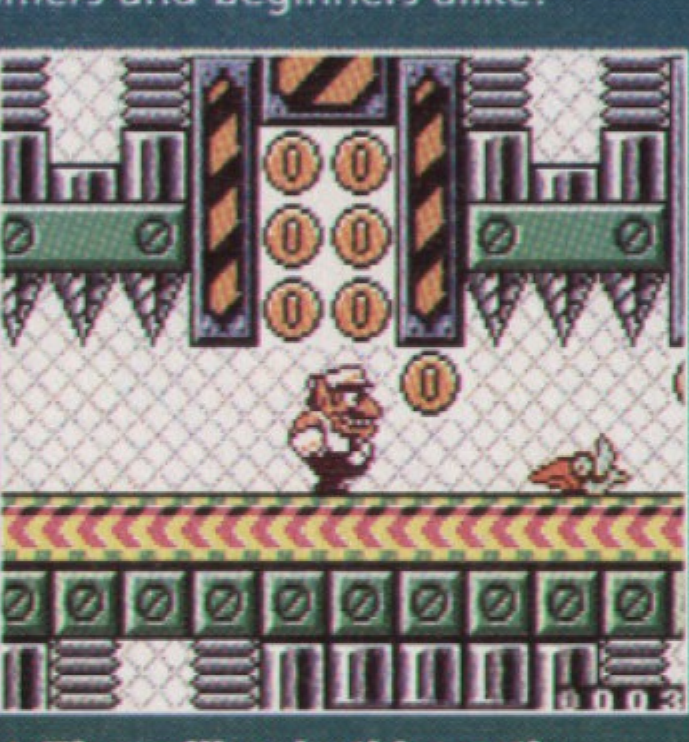




▲ Wario can break most blocks in the game, although sometimes he needs to transform into a different form to do it.



▲ In addition to enemies who will block your path, some of them will lob things at you from positions of safety.



▲ The ceiling in this section of the game is spiked, making jumping over the enemies a bit of a problem.



MONTEZUMA'S RETURNING? BET YOU DIDN'T EVEN KNOW HE'D GONE!

MONTEZUMA'S RETURN



MONTEZUMA'S Return is the sequel to an old, old game called *Montezuma's Revenge* which once came out on a computer called a BBC Micro. If you've never heard of it, ask your grandparents or something. Anyway, the original game involved exploring a mass of tombs hidden within a huge pyramid, and in a fit of originality, that's exactly what the sequel is about.

You play the part of a stumpy Indiana Jones-type adventurer, complete with fedora, but sadly lacking the trusty bullwhip. Our hero doesn't in fact carry any weapons at all; forced instead to rely on the time-honoured technique of jumping over his enemies or simply running away.

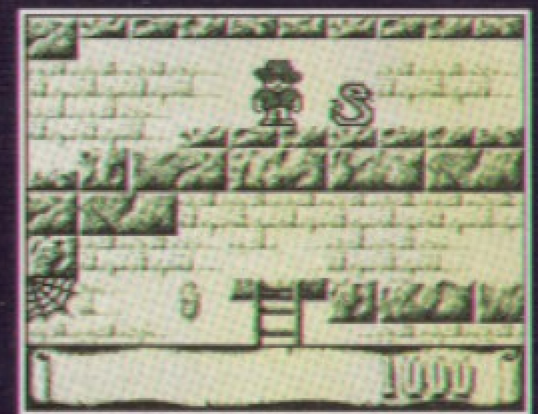
The plot is fairly straightforward. You must search the 150 trap-filled chambers to find an elusive treasure without losing everything to the numerous horrors that lurk within the maze-like structure.

Gameplay is simple. Your adventurer can duck, run, jump, climb and slide down poles (apparently the fireman's pole is not a new invention!) Along the way you need to collect keys to open doors, avoid spiders, snakes and rolling skulls as well as flame-filled pits, hazardous drops and burning ropes.

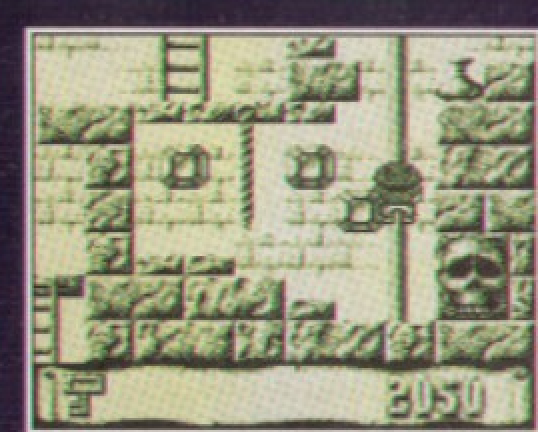
This is classic platform action at its best. Your character responds instantly to deft touches on the control pad and the lack of weapons means the game is more puzzle-orientated rather than reliant on violent action. However, it should be mentioned that *Montezuma's Return* is not in the least bit forgiving. Your character dies instantly the minute he touches a flame, hits a monster or falls any distance greater than his own height. About the only concession is that if you pick up one of the knives that are lying around they allows you to take one hit from an enemy without dying.

Long-term platform fans who miss the challenge of the old platform puzzle games will love the nostalgic elements of this game, but newer gamers might be put off by the difficulty level and the repetitive nature of the gameplay – climb ladder, jump snake, climb another ladder, grab key, climb another ladder, etc...

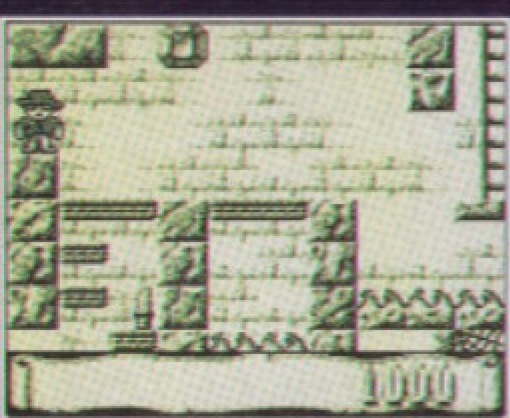
It has to be said though that these black and white shots don't do the game justice – the full colour version is much nicer to look at, with detailed characters and atmospheric scenery. This is what platform games used to be like, should be like, but sadly aren't really like any longer. It's definitely worth a look for that reason alone.



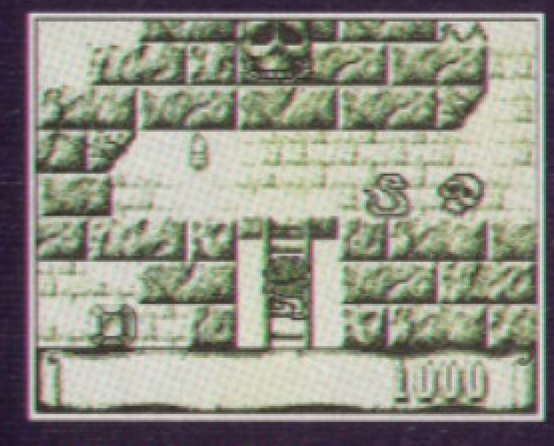
▲ **The snakes look fairly dangerous, but they don't actually move, making them fairly easy to jump over.**



▲ **The poles are one way only – down. If you want to get back up you need to find another way around.**



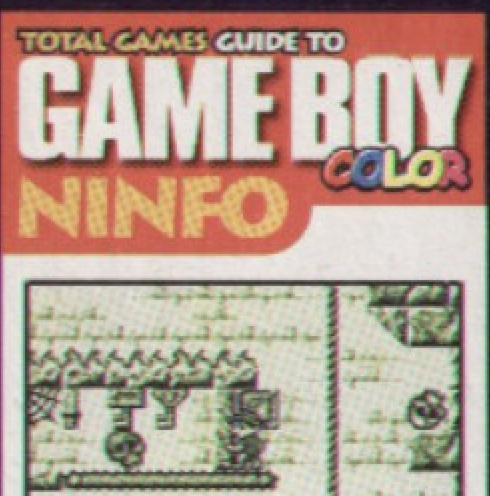
▲ **Some platforms in the game aren't as solid as they look. They flicker in and out of solidity, dropping you to your death if you're not careful.**



▲ **Much of the gameplay involves climbing ladders or ropes. The difference between them is that you can jump off ropes, but not ladders.**



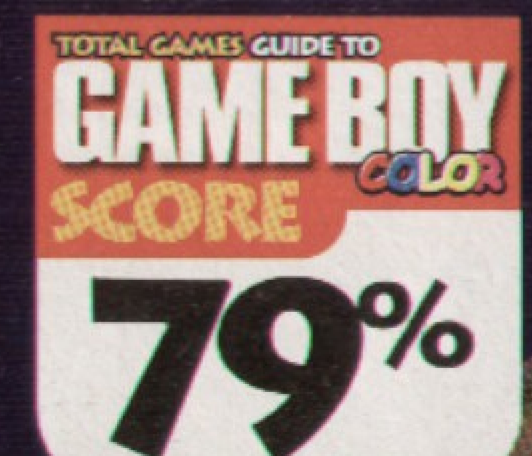
TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



MONTEZUMA'S RETURN

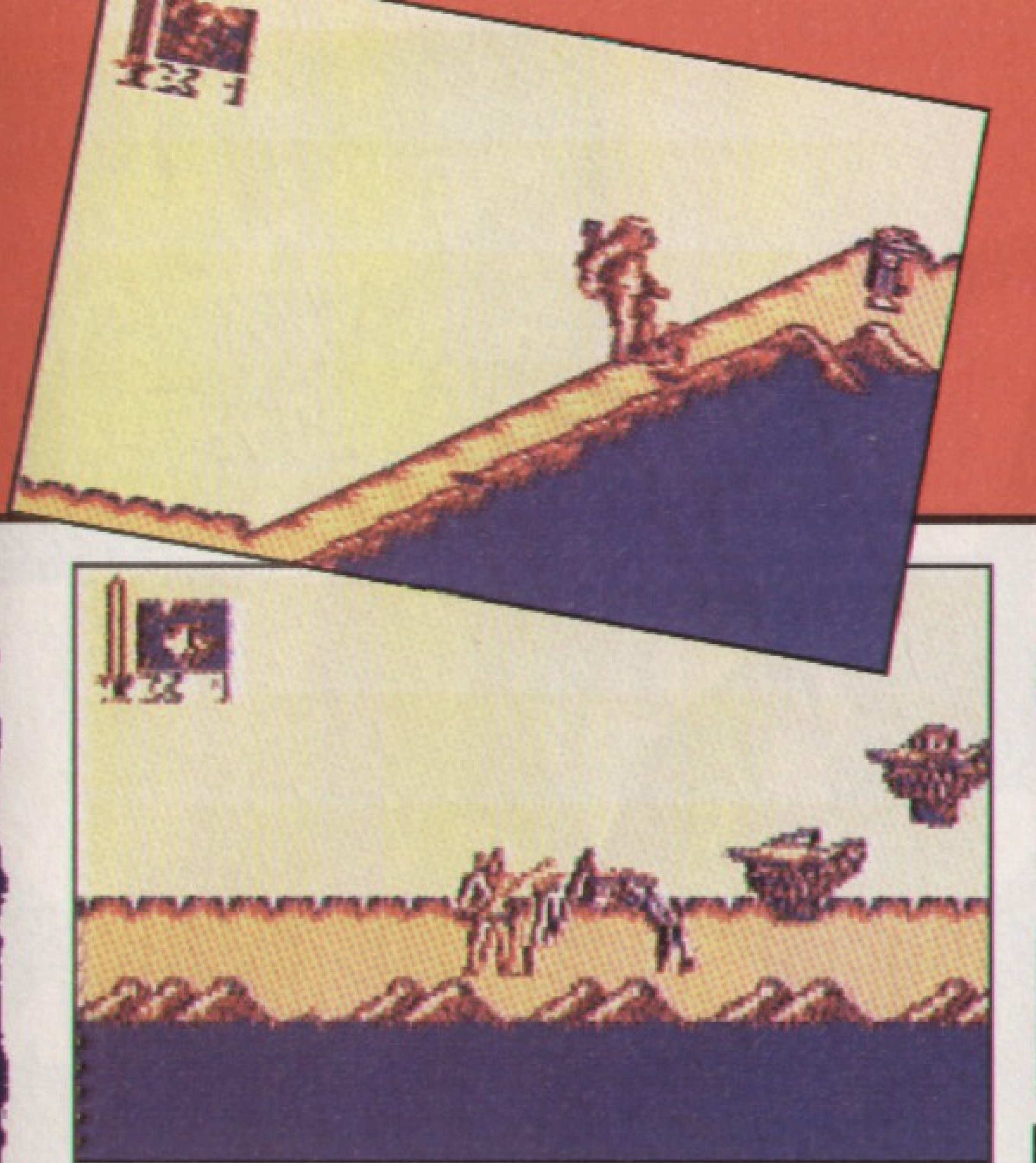
PRICE	£19.99
PUBLISHER	Take 2
RELEASE DATE	Out Now
GENRE	Platform

TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE



79%

REVIEWS: MONTEZUMA'S RETURN



▲ We don't remember these guys in any of the films but they take some beating before exploding into a thousand pieces.

SUPER RETURN OF THE JEDI

DUAL COLOR

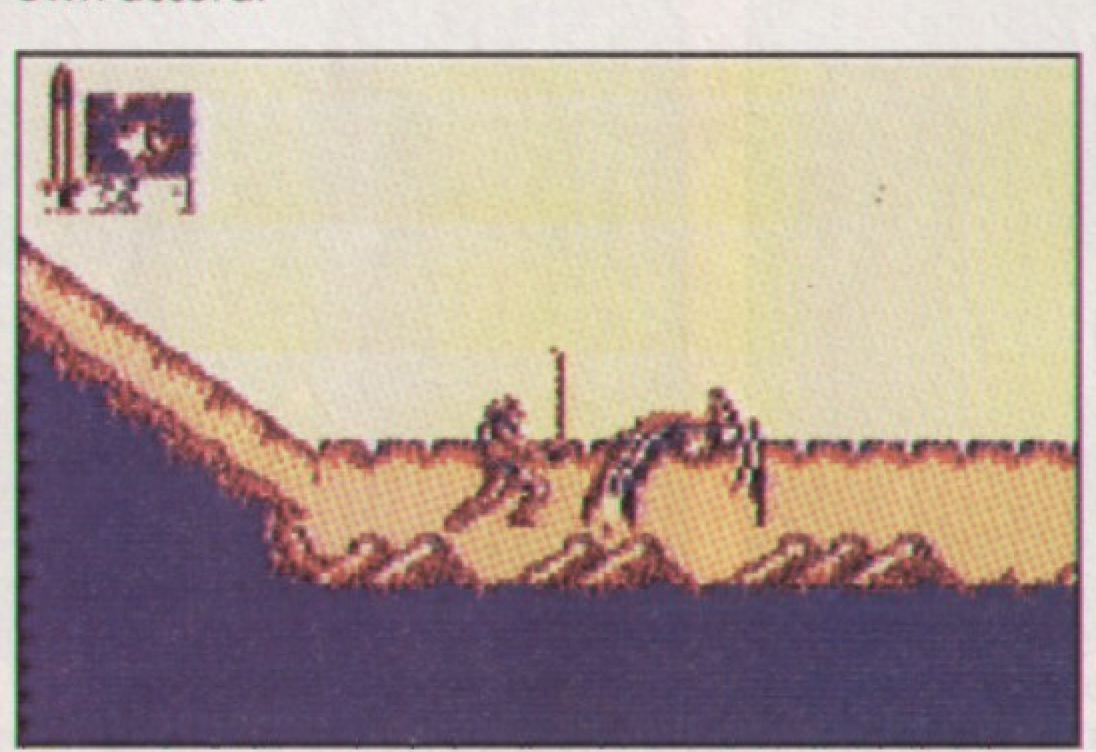
THE THIRD in the *Star Wars* trilogy was considered by most people to be the weakest and the same translates to the re-released Super *Return Of The Jedi*. However, it is part of an amazing trilogy and so would be worth a look to those committed fans.

Taking the part as either Luke, Leia or Chewie you must then traverse your way across the hostile planets and ultimately destroy the death star for one last time. In normal Game Boys this game came in the standard colour and there doesn't seem to be that much difference when it's popped into a Game Boy Color. This can probably be blamed on the poor backgrounds that are apparent in *SROTJ*. With other games there is enough detail on the pak to allow for some colour changes but the majority of scenes (especially early on in the game) are fairly sparse.

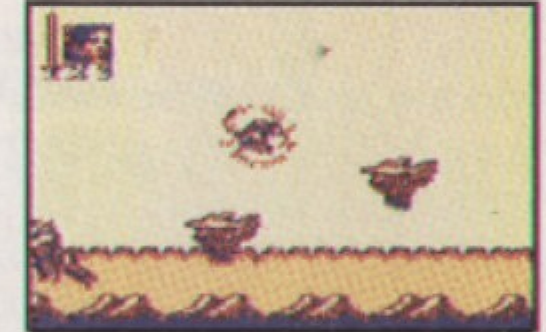
FEEL THE FORCE

As far as gameplay goes *SROTJ* handles it fairly well and proves to be a lasting challenge. Each character has a different weapon to use and are impressively agile when trying to avoid those pesky Jawas that are dotted everywhere! We found Luke to be the most effective and his light-sabre is back in action with the utmost efficiency in ridding the galaxy of the evil empire.

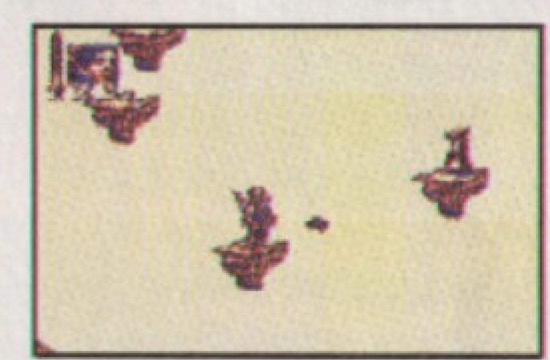
Some artistic licence has been used with *SROTJ* though (as with the other *Star Wars* games) and many creatures appear who were never in the film. This isn't such a problem though because they add a depth and originality to the proceedings that make the *Super Star Wars* series stand out on their own accord.



▲ Defend yourself with your Light-Sabre and you should be fine. Unless of course you are up against a huge Imperial fleet.

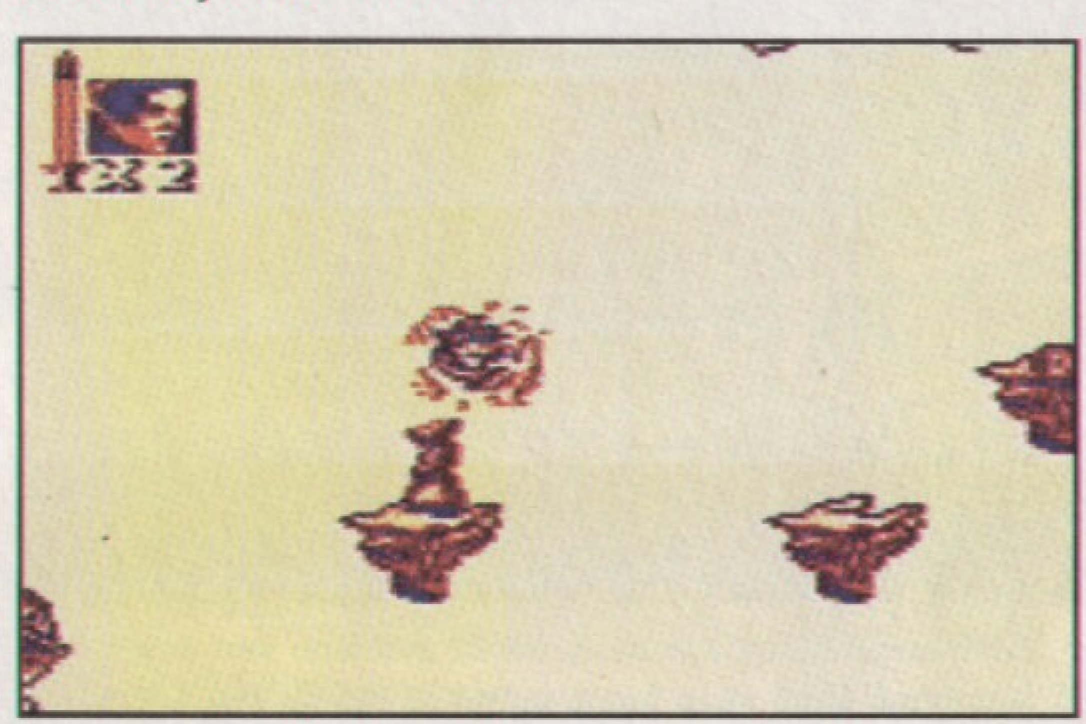


▲ Spinning turns you into a fast blur but nothing will hurt you when performing these acrobatics.



▲ Those Jawas will stop at nothing to prevent you in your mission. How did they get up there?

If you already have both the prequels then *SROTJ* is a must. If you are looking at any Star Wars game for the first time though try one of the other before coming to this, in particular the original Star Wars. On its own merit *SROTJ* is a decent enough buy despite its poor palette translation to the Game Boy Color market.

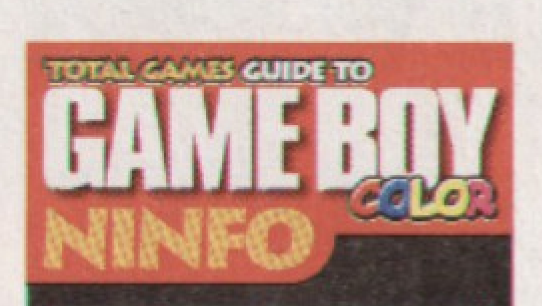


▲ Princess Leia is a feisty fighter in this game and she's nearly as tough as Luke. Chewy looks like a walking carpet.



▲ Luke, I am you father...the evil nemesis of the rebellion. Will he see the error of his ways at the end?

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

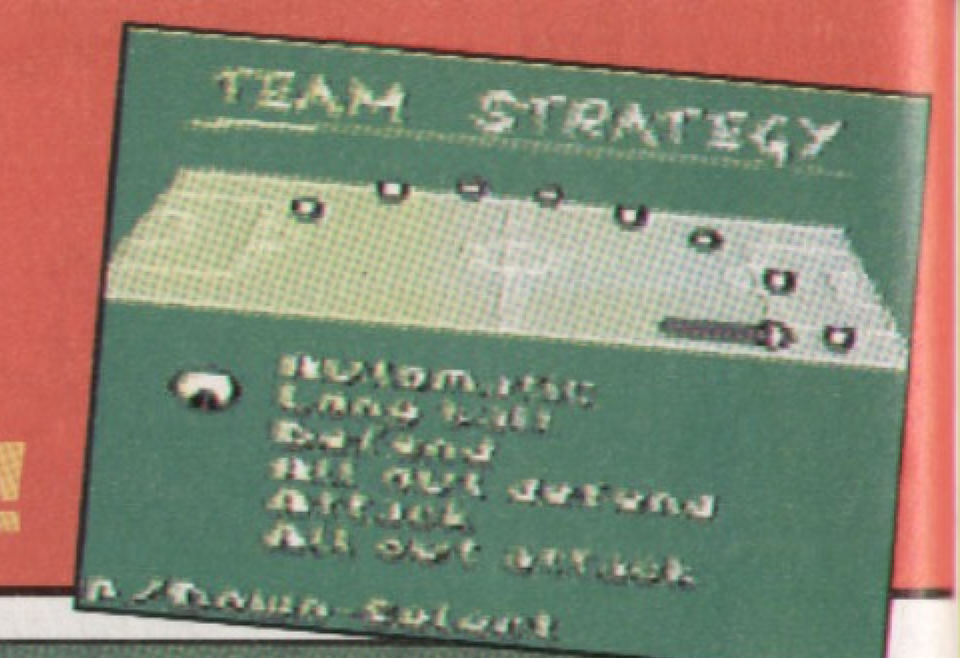


SUPER RETURN OF THE JEDI

PRICE	£19.99
PUBLISHER	LucasArts
RELEASE DATE	Late 1998
GENRE	Platform

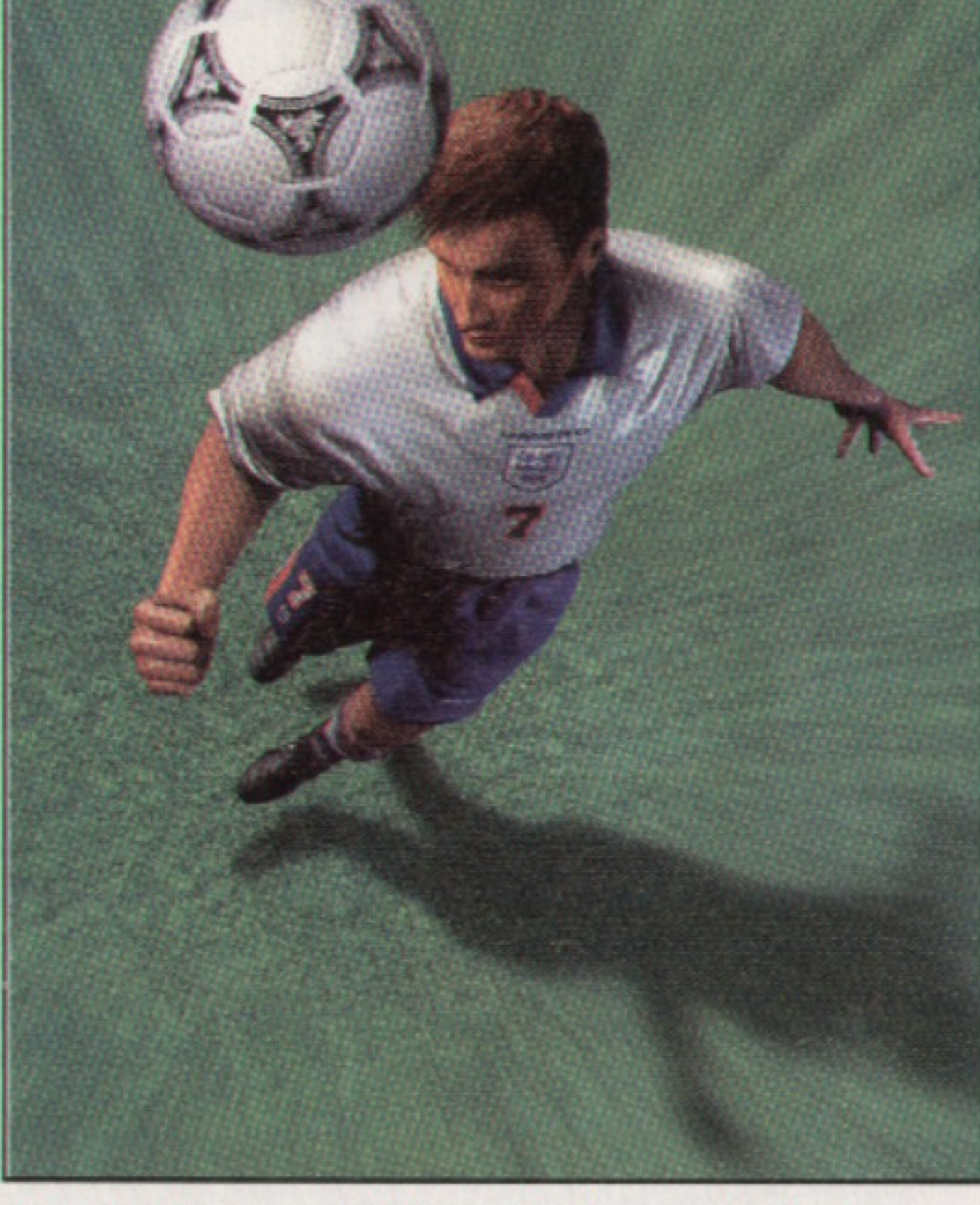


THEY THINK IT'S ALL OVER! WELL, ACTUALLY IT IS!



WORLD CUP '98

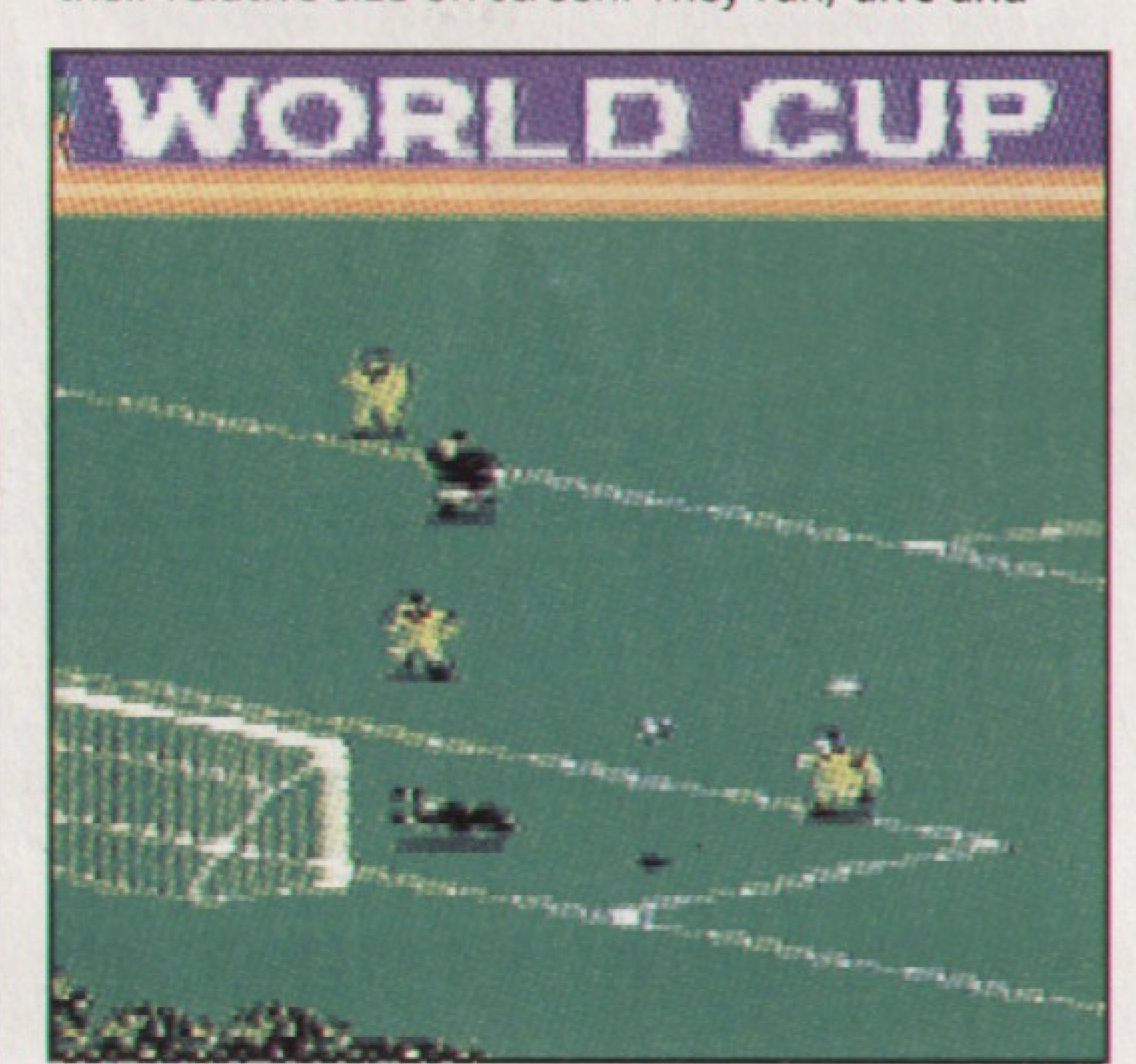
DUAL COLOR



WE ALL know how the World Cup ended. The victorious French raised the cup high then filled the stadium with cheers of adulation and much merriment. It doesn't have to be that way though, no siree!

All the nations of the world are represented here in glorious single colour strips and you can't go far wrong for a Game Boy football experience. Selecting whichever team you want to be then fiddling around with their stats like a Vauxhall conference manager you must send them to meet their fate on the hallowed turf.

Each player handles surprisingly well considering their relative size on screen. They run, dive and slide tackle one another with the greatest of ease and at points you can convince yourself you are watching a real match from far up in a blimp... whilst squinting.



▲ Although they all may look similar we are assured that this isn't a team made up from the Stepford players. We will obey, we will obey...

Second Half

The colours are keep to basic units normally consisting of green grass then two colours for each of the teams, but in a footy game what else do you need? Nothing! The only gripe that flattens our football is the appearance of the footballers. There are all identical. Obviously such detail could hardly be expected on a Game Boy but according to this game everyone in the world comes in one colour, a pale off-greyish tone. The only way to differentiate between players is that positions the hold on pitch. Get used to this and get used to the star that follows your selected player around and you are laughing.

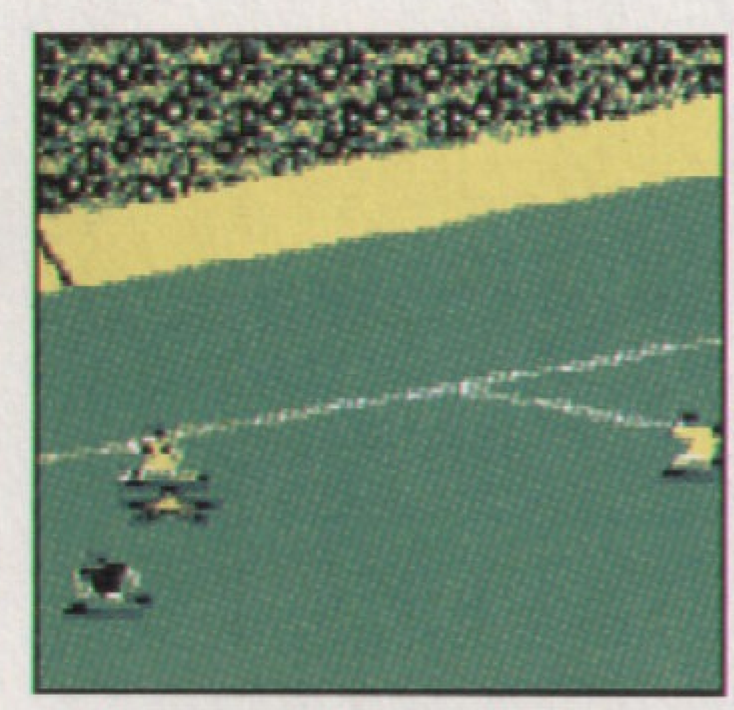
Despite the fact we will have to wait a further three years to get our chance again, this package will serve as a healthy reminder that you can be a winner even if it is only in the palm of your hand. Add some colour to the pitch and the experience becomes that much more enjoyable. We're not bitter... honestly.

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

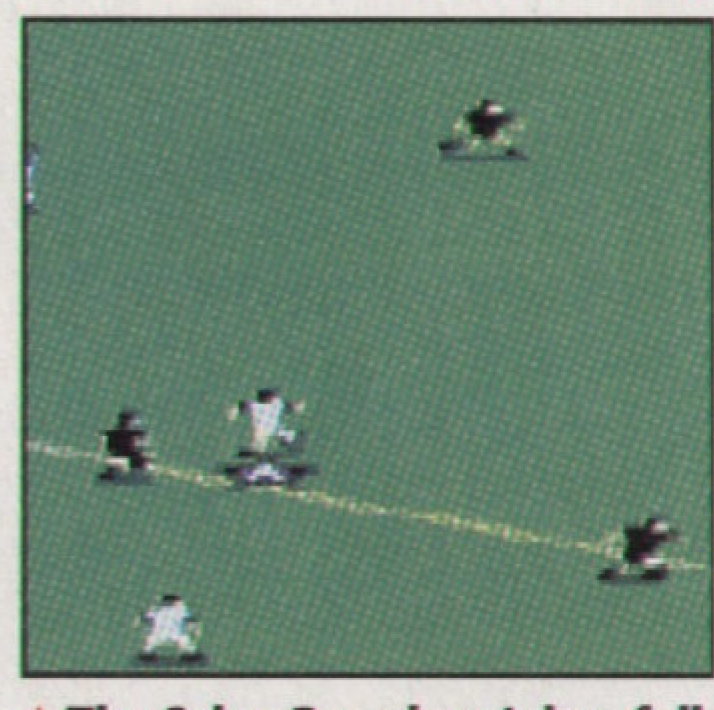
WORLD CUP '98

PRICE	£19.99
PUBLISHER	EA
RELEASE DATE	Late 98
GENRE	Football

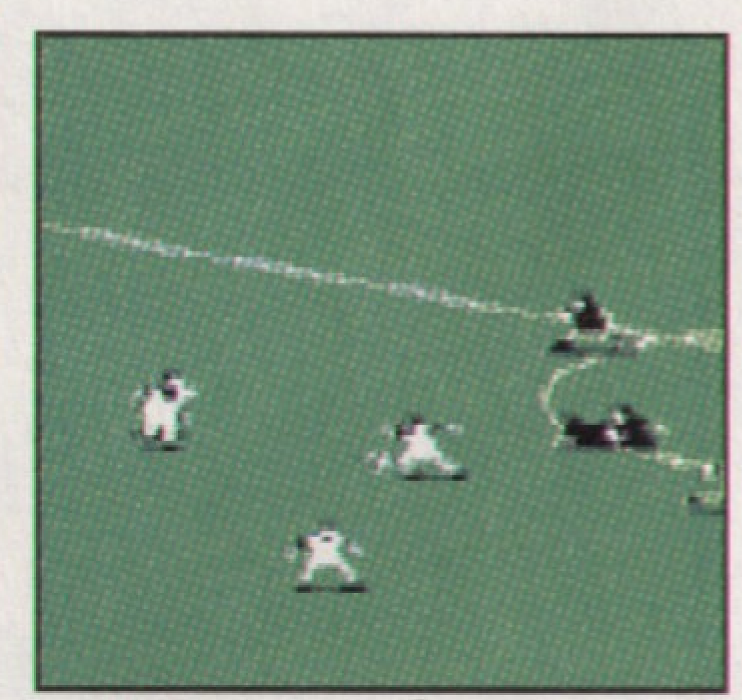




▲ The crowd either all shop at the same store or they are made of cardboard. They don't chant anything nasty though so that's okay!



▲ The Color Gameboy takes full advantage of the colours available. Well, almost. the pitch looks green though doesn't it!



▲ All the rules are here so don't expect the game to be gentle on you just because it looks primitive. So no fouling, got it!



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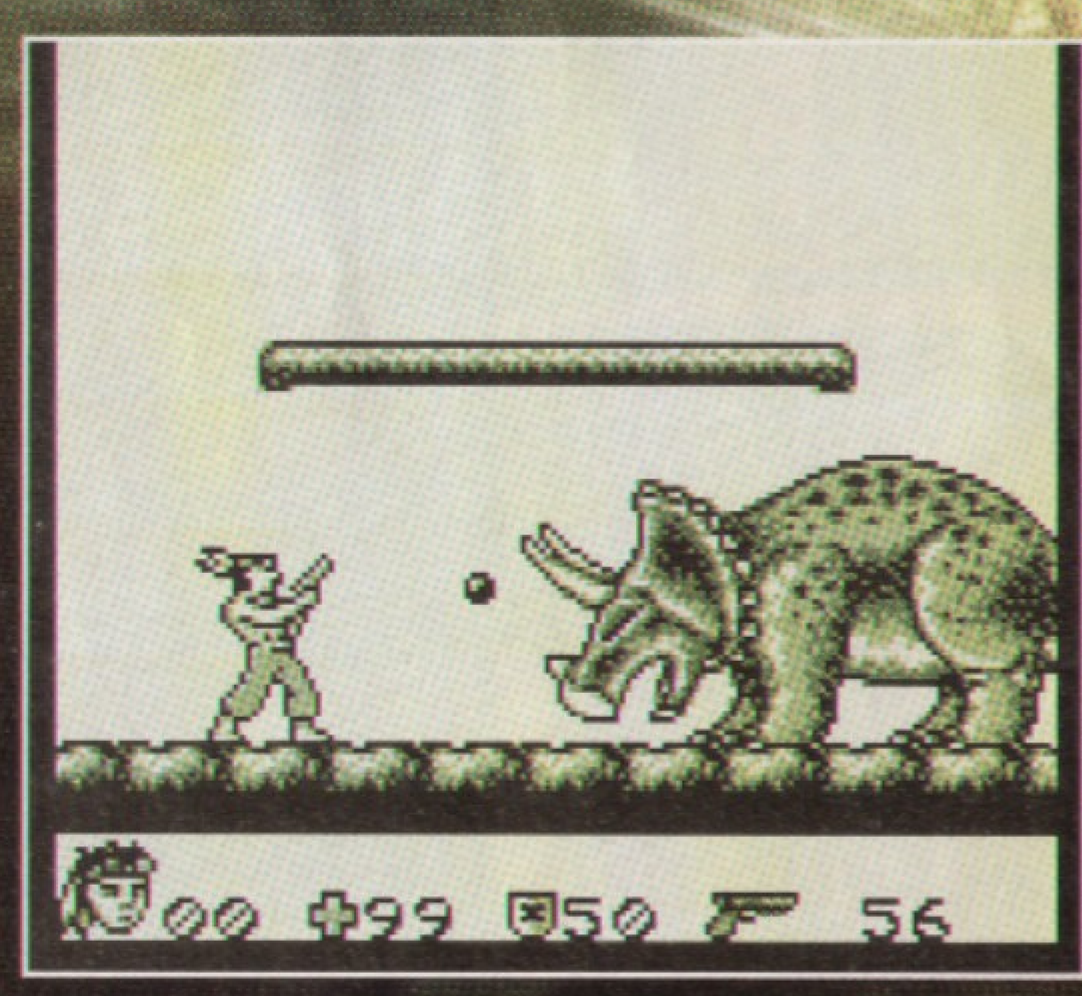
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IT'S THAT INDIAN WITH A PENCHANT FOR DINOSAURS AGAIN!

TUROK 2



▲ Turok begins the first level as an ordinary civilian – watch out for the disguised Dinosoids!



▲ The first Boss Bionosaur that Turok will meet is this hulking Triceratops.

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



TUROK 2

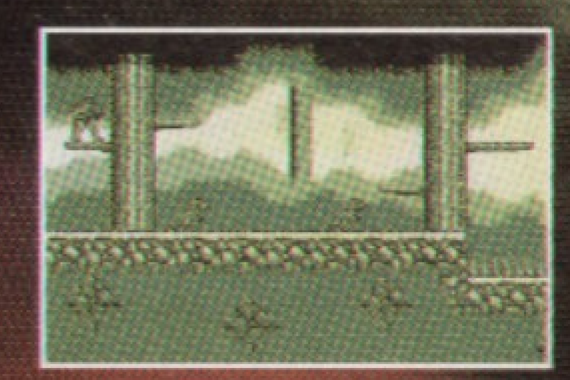
PUBLISHER Acclaim

RELEASE DATE Late 1998

GENRE Platform

OWNERS OF the Nintendo 64 have been eagerly-awaiting the arrival of *Turok 2: Seeds Of Evil*, but Game Boy owners need not feel left out. Acclaim has also developed an original *Turok 2* game which will make use of the Game Boy Color's features, as well as being playable on a traditional Game Boy.

The plot of the game places Turok (aka Joshua Fireseed) against the Amaranthine Accordance, a sinister group who want to return the dinosaurs as masters of the Earth (which means that humanity needs to be wiped out first). Turok has to thwart the Amaranthine Accordance's plans by defeating the Dinosoid hordes that have already been dispatched to Earth. His first mission is to find the Light Burden which acts as a door to the Lost Land. Once in the realm of dinosaurs, Turok must defeat four Bionosaurs (mutated dinosaurs) which have been constructed by the Amaranthine Accordance before he can bring peace to Earth.



▲ Jump over pits, climb ledges and ride a raptor. These are just some of the things to do on the second level of Turok 2.



▲ Get ready to get your feet wet, as Turok will need to ride the rapids to beat the game.



Prehistoric Playground

Turok begins each game with 100 points of energy, which decrease every time an enemy touches him. So it goes without saying that Turok will need to make use of the various types of weaponry that have been strewn throughout the Lost Land. Some of the weapons at your disposal include: a knife; bow and arrow; minigun; fusion gun; particle accelerator; and grenade launcher.

Each level of *Turok 2* is made up of sub-levels, which are connected by doors and teleports, and some of these need to activated by switches to allow further progress. As well as weaponry, Turok can also pick up ammo, life-point energy and armour.

Interestingly enough, Acclaim has decided to begin the game with Turok out of his element: ie, not in the Lost Land. The first level takes place in a modern-day city street, with Turok surrounded by disguised Dinosoids (they look like humans until they attack), and he is unable to access his traditional weapons. Turok can revert to his true form once the Light Burden has been located, and then it's all-out Dinosoid slaughter!

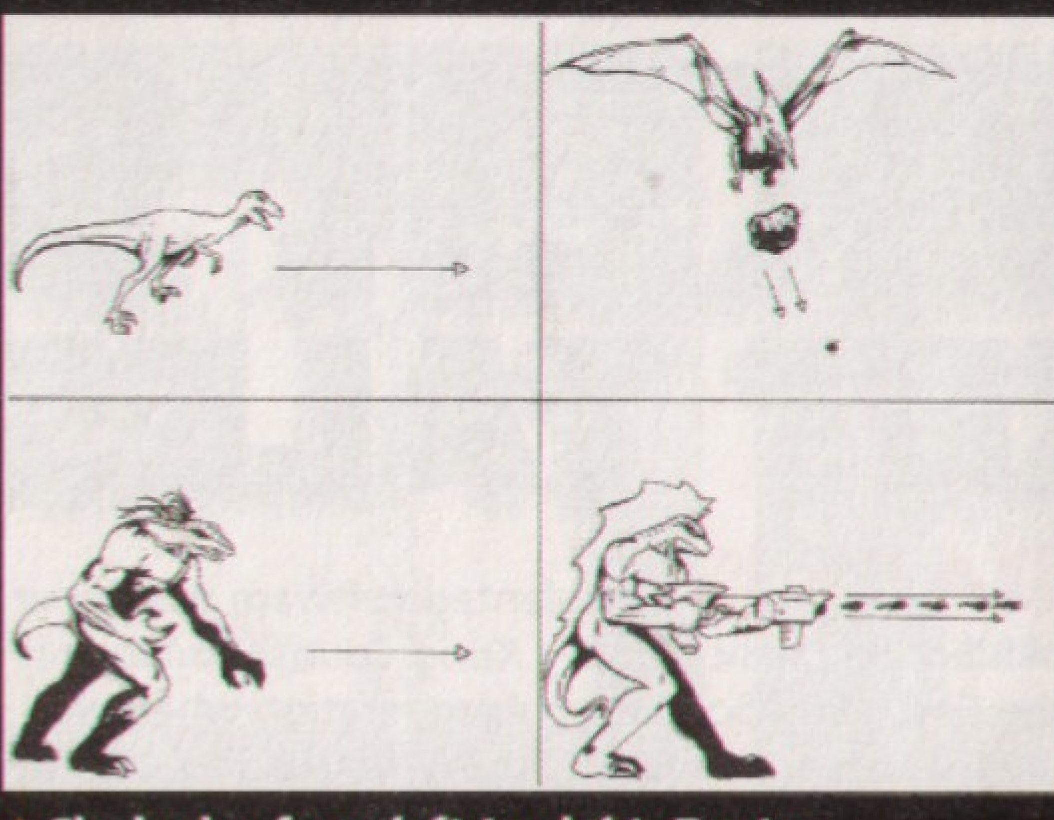
Turok 2 comes into its own from level two, as Turok can ride a Raptor and fight the first Bionosaur, a giant Triceratops. Other things to look forward to include a canoe ride through dangerous currents, a dinosaur cemetery, a hazard-laden swamp, and a terrifying race with a giant worm. Strange stuff, indeed.



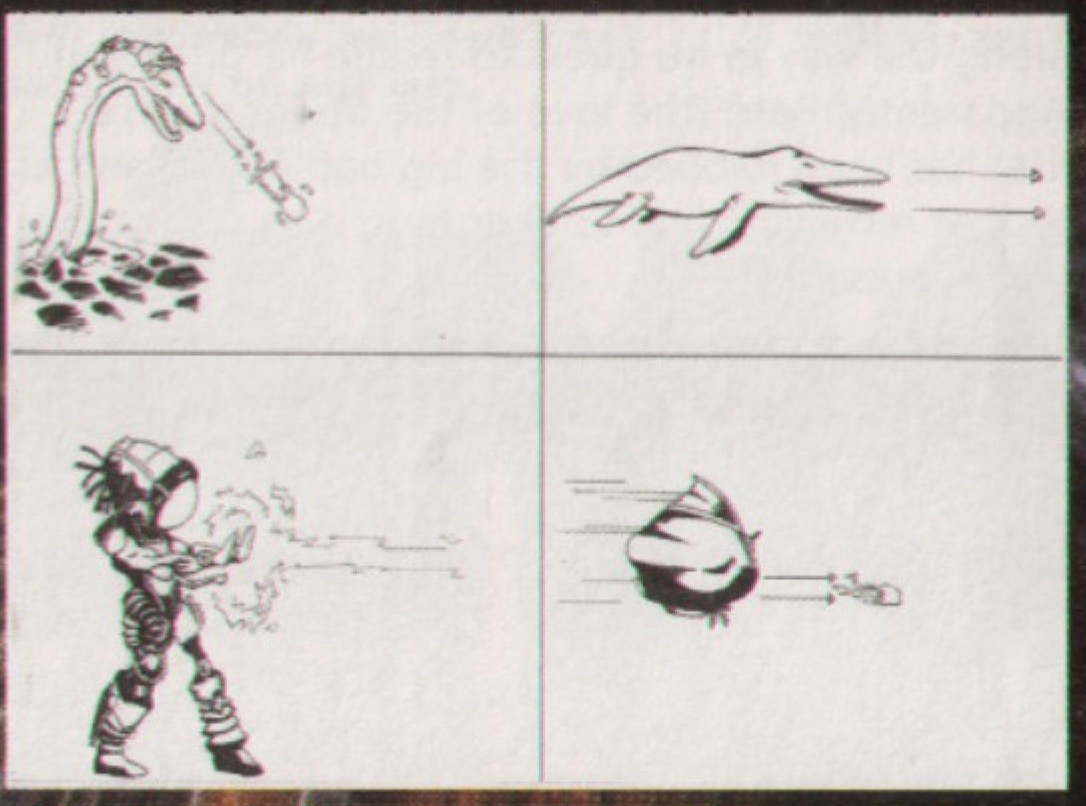
▲ Turok flies on the back of Pterodactyl to reach the desert where the second Bionosaur dwells.



▲ The first level of Turok 2 takes place in a modern-day city street, which includes a hidden doorway to the Lost Land.



▲ Clockwise from left to right: Raptor, Pterodactilus, Phyzier and Kariakhas.



▲ Clockwise from left to right: Elasmosaurus, Kronosaurus, Globe Fish and Scrounge.

A GREAT TIME!

BIG BAD BOSSES

In his quest to save the Earth, Turok must defeat the Amaranthine Accordance's four mutated dinosaurs: the Bionosaurs.

Triceratops



Found in level two, this mighty beast will crush Turok underfoot unless he can find a way to defeat it.

Giant Worm



Turok has to outrun the Giant Worm, whilst also avoiding the rocks and boulders that will drain the Worm's energy.

Pterodactyl



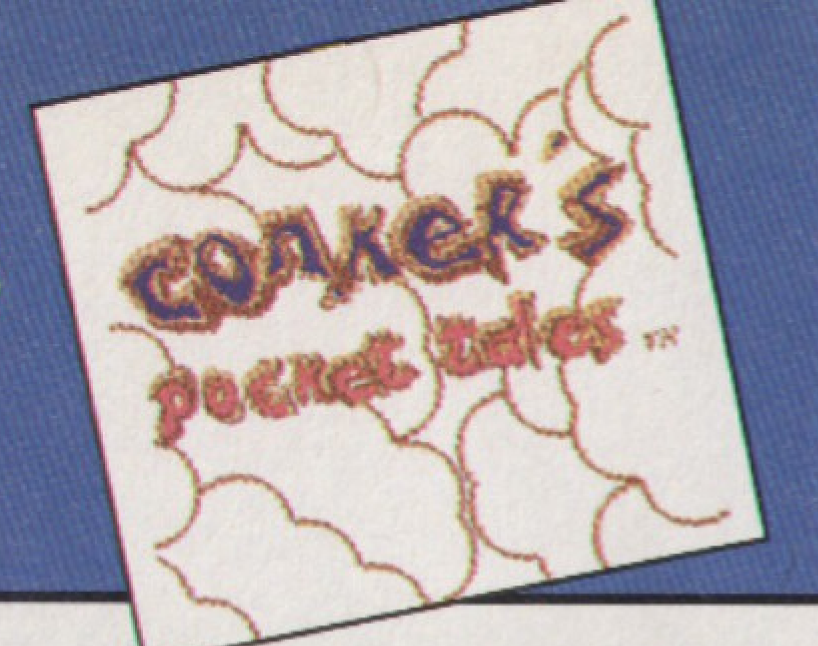
This mech-anically-enhanced Bionosaur's domain is the air, and Turok will have to use some seriously heavy-weaponry to defeat it!

Purlin

D

The final Bionosaur boss is the mighty Purlin. If Turok manages to make it this far, he can expect a mighty challenge before he can save the Earth.

IT'S CONKER – THE LATEST INGENIOUS CREATION FROM RARE!



CONKER'S POCKET TALES



RARE IS the talented software developer behind the classic *Donkey Kong Country* trilogy on the Game Boy. So, it is no exaggeration when we say that we are eagerly looking forward to its first official Game Boy Color title, *Conker's Pocket Tales*.

Conker is an adventuring squirrel who must roam from level to level, solving dastardly puzzles along the way in his quest to rescue his girlfriend. Apparently, Berri (the love of the titular squirrel's life) has been nabbed by the big bad Acorn, and as well as retrieving her, Conker must also collect the stolen presents.



▲ This snake-like beastie is just one of the many boss creatures that Conker will have to defeat.



▶ Well, since Conker is a squirrel, it was inevitable that at least one level would be set in the woods.

COLOR ONLY STUFF!

CONKER'S COLOR ONLY FEATURES

- New introduction and end game screens.
- Enhanced color graphics using the full capabilities of the Game Boy Color.
- New level layouts.
- Extra screens help to tell the story as you progress further into the game.
- Even more devious puzzles (utilising the Game Boy Color's double speed processor).
- Weather conditions.
- More baddies to get in your way.
- The ability to save at any point.



▲ Every game needs to have an Aztec or Egyptian level, so why not Conker's Pocket Tales?



▲ Welcome to the caves. Watch out for low flying bats, falling rocks and adventuring squirrels.



▲ Conker will need to explore every nook and cranny if he's to defeat the bad acorn.



▲ It looks like Conker isn't tied to the ground, as he can also travel in a speed boat.

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

CONKER'S

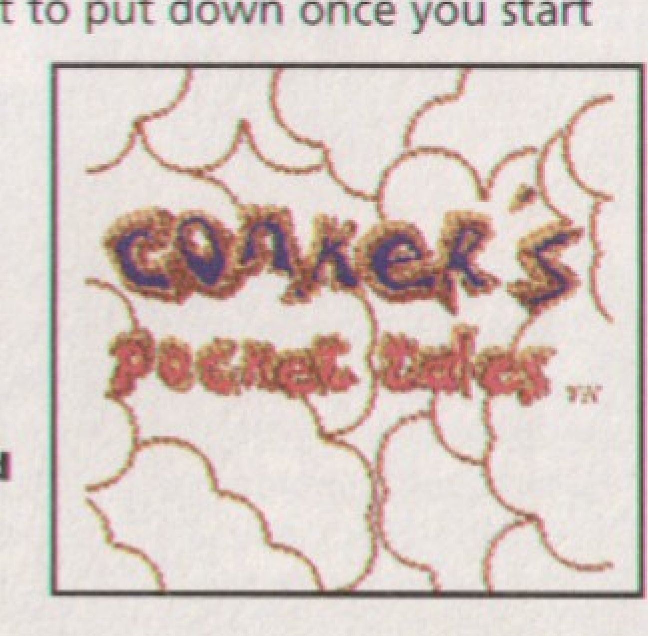
PUBLISHER Nintendo

RELEASE DATE Early-1999

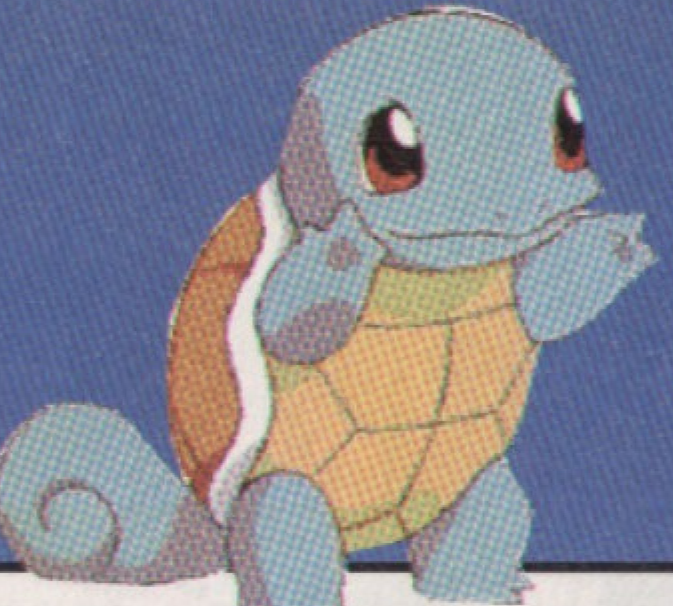
GENRE Action/RPG Platform

Rare is certainly packing a ton of features into *Conker's Pocket Tales*, including a 16MB cartridge with a Dual Engine Model (there'll be two versions of the game on one cart), battery back-up for game saves, huge levels, hundreds of rooms and buildings to explore, inventive sub-games, loads of hidden secrets, over 20 hours of action packed gameplay, multiple endings, and SGI rendered graphics.

The plot may sound simple, but Rare has a reputation for making fiendishly difficult games that are somehow dangerously compelling; meaning that *Conker's Pocket Tales* will no doubt be extremely difficult to put down once you start playing.



▶ Conker's Pocket Tales is brought to you by Rare, the talented developers behind the Donkey Kong Country trilogy.





▲ Pokémon is essentially an RPG where players collect and train little monsters.



▲You can either buy the Blue or Red edition, but remember, you won't get the full set of 150 on any one.



▲ This is monster number 7 and it's entirely up to you how you train him.

POKÉMON

MIGHTY MONSTER

midgets! Japan has literally been inundated with the cuddlesome *Pocket Monsters* (*Pokémon* in the US and UK) and they're even more popular then their city-smashing cousin Godzilla; having sold in excess of ten million copies already.

Pokémon is essentially a role-playing simulation (which is another reason why it's been so popular in Japan) with the emphasis on collecting and trading. The primary goal in Pokémon is to find,capture and train-up numerous weird and wonderful monsters, with the intention of becoming the world's greatest Pokémon trainer.



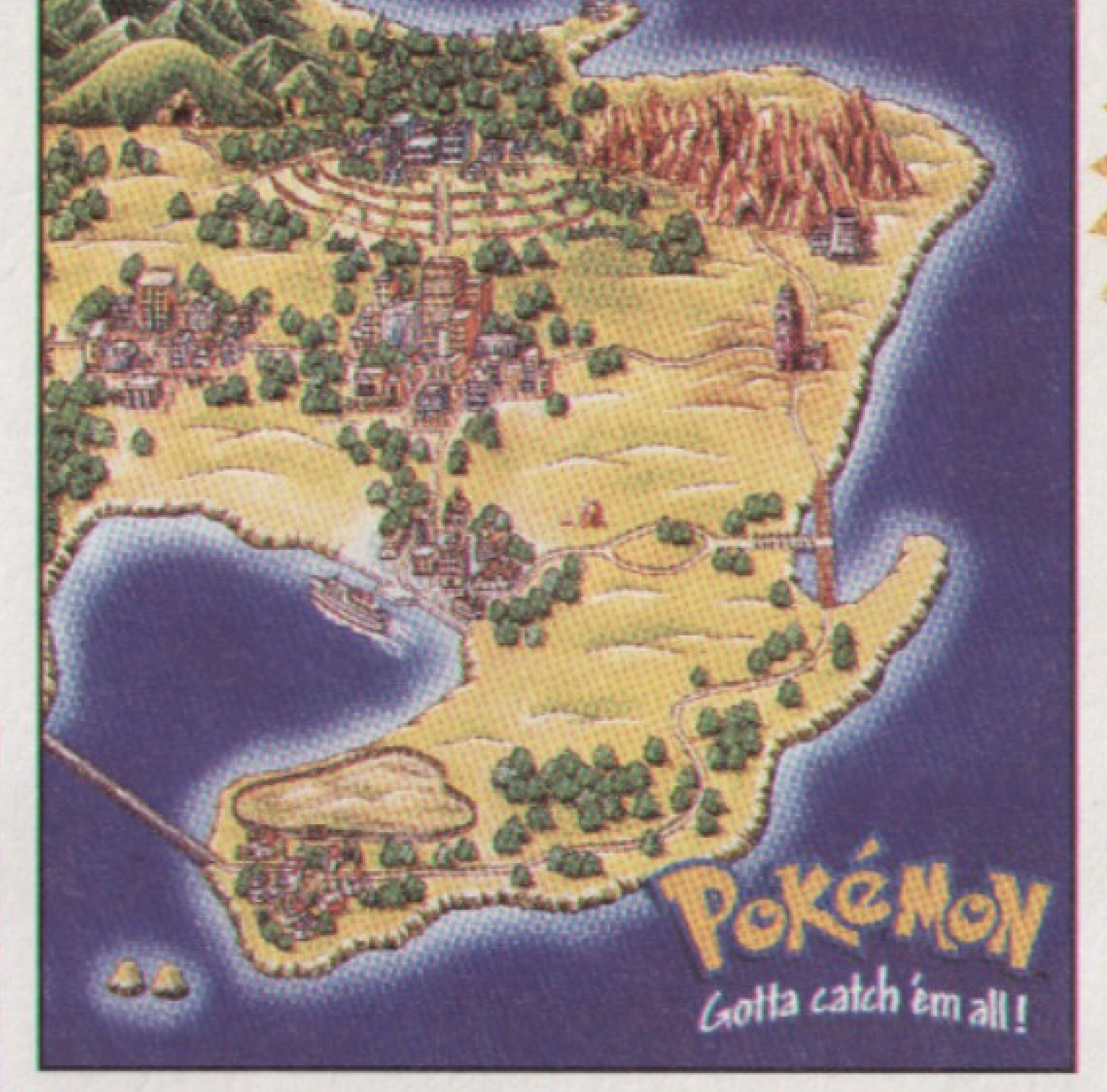












EYE OF THE TIGER

You begin with one of three tamed 'starter' monsters who help you to capture others – a gentle learning curve in other words. There are 150 wee beasties covering 15 different categories and each one is based on a specific characteristic or element, such as fire, water, air, flora etc. Here's the catch, though. Two versions of the game are going to be released – Red and Blue. You won't find all of the monsters on any one colour and the only way to collect them all is by trading using the infra red port. Ahh, now we see why just about everyone in Japan is in a mad frenzy to collect them all. Customisation comes in the form of training them in an individualistic way and we can't wait to get our hands on the final version which should be out before Christmas.

DUAL COLOR



TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

POKÉMON

PUBLISHER
Nintendo

RELEASE DATE
Nov '98 B&W.
Jan '99 colour

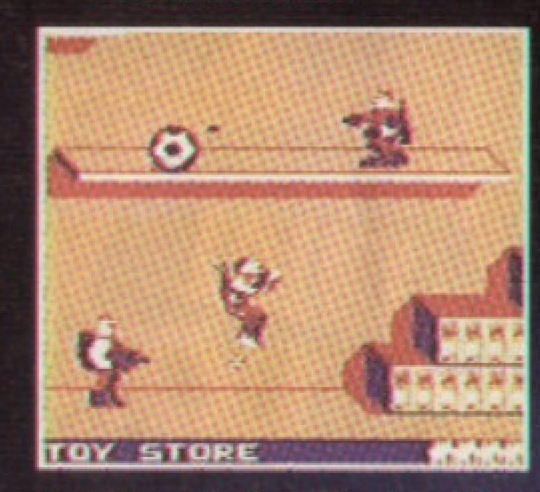
GENRE
RPG/Training

BATTLE COMMANDOS FOR THE FATE OF THE TOY WORLD!

DUAL COLOR

SMALL SOLDIERS


▲ The back room of the toy store is where the combat commences. Before you know where you are you'll be inundated with commandos.


▲ The style of play in Small Soldiers is that of a sideways-scrolling platform adventure, which Gameboy-owners will be familiar with.

IF YOU'VE seen the film that this game's based on then you'll know the storyline already. A bunch of state-of-the-art, microchip-enhanced toys called the Commando Elite have gone slightly loopy and taken their packaging information a little too seriously.

Created to 'hunt down the evil Gorgonites' – a race of hideously deformed monsters – the Commandos escape from their boxes and begin to do exactly that; arming themselves with real weapons such as carving knives and power-saws and walking all over anyone who gets in their way – including humans!

You take the role of Archer, one of the Gorgonites, who in a cunning Hollywood twist turns out to be a peaceful friendly creature if a little weird-looking. It's your job to save your fellow Gorgonites from becoming little more than targets for the bloodthirsty Commando Elite.

To accomplish this task you must make your way through 12 mission-based horizontally-scrolling levels, starting off in the toy store, and find and free your fellow creatures who are being kept prisoner by the Commandos.

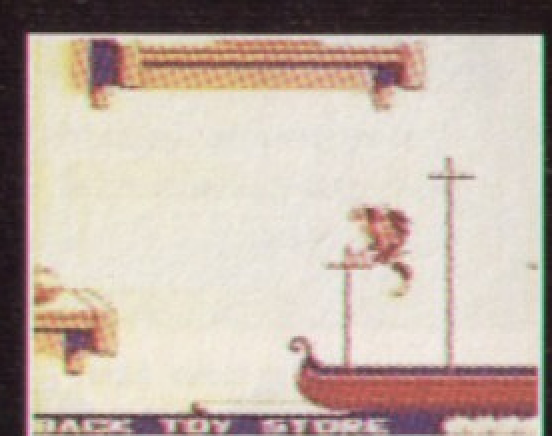
TOY STORY

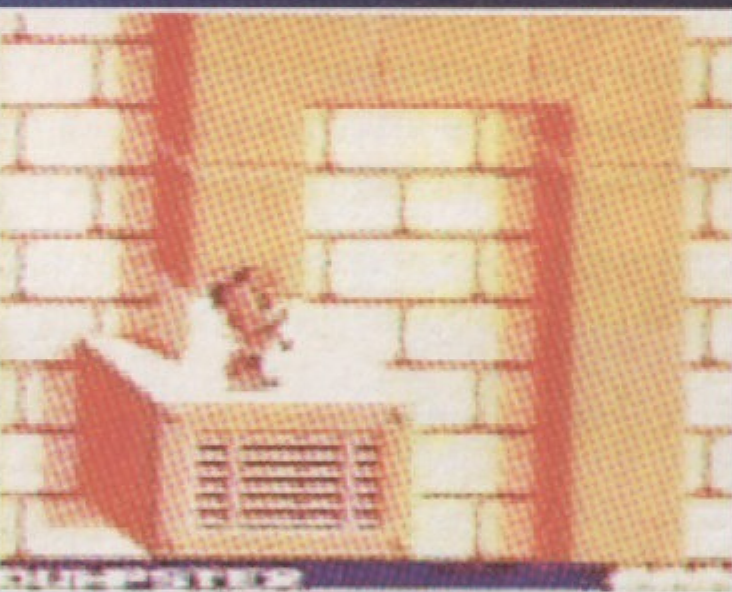
Small Soldiers includes a wealth of weapons and power-ups, including bows, glue-guns, nets, bolas, ropes and jet-packs which both good and evil toy figures can utilise in the miniature war. As expected, the levels take you through many different locations recognisable from the film.

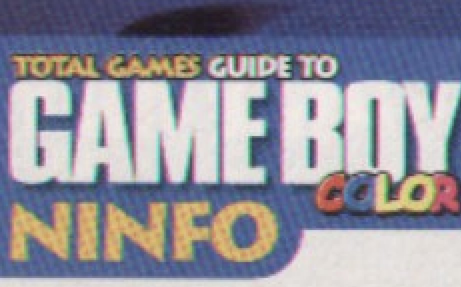
To enable you to take a breather from battling blood-thirsty commandos, *Small Soldiers* makes use of a password system which allows you to store your game progress at certain points. All the major characters from the film can be found in the game, and it recreates a lot of the humour of the Hollywood blockbuster.

Whilst the animation of the characters won't quite be up to that of the CGI models in the film, *Small Soldiers* does promise to be an exciting and challenging platform adventure, but sadly full colour is still lacking.


▲ You'll find that you get no peace in this game. Right from the word go commandos come running in to give you grief.


▲ As the first level is a toy store, you should expect to find all manner of toys on the shelves, like this boat for example.


◄ Much of the gameplay in Small Soldiers involves jumping around on clusters of platforms, which is fine if you like that sort of thing.





SMALL SOLDIERS

PUBLISHER	THQ
RELEASE DATE	Late 1998
GENRE	Platform Action



I TAUGHT I TAW A PUDDY TAT… I DID, I DID!

TWOUBLE

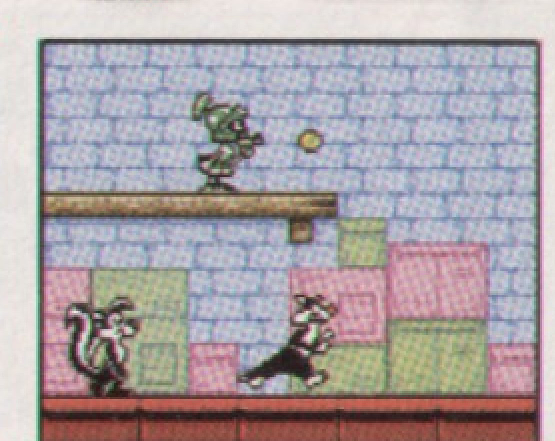
DUAL COLOR



▲ Cat alley is hardly the safest place for Tweety. Using his stumpy yellow wings he'd better get out fast!



▲ Spike the dog is on hand to help our Tweety out of sticky situations. This normally involves hitting Sylvester!



▲ All the Looney Tunes favourites will be making an appearence no doubt causing havoc along the way.





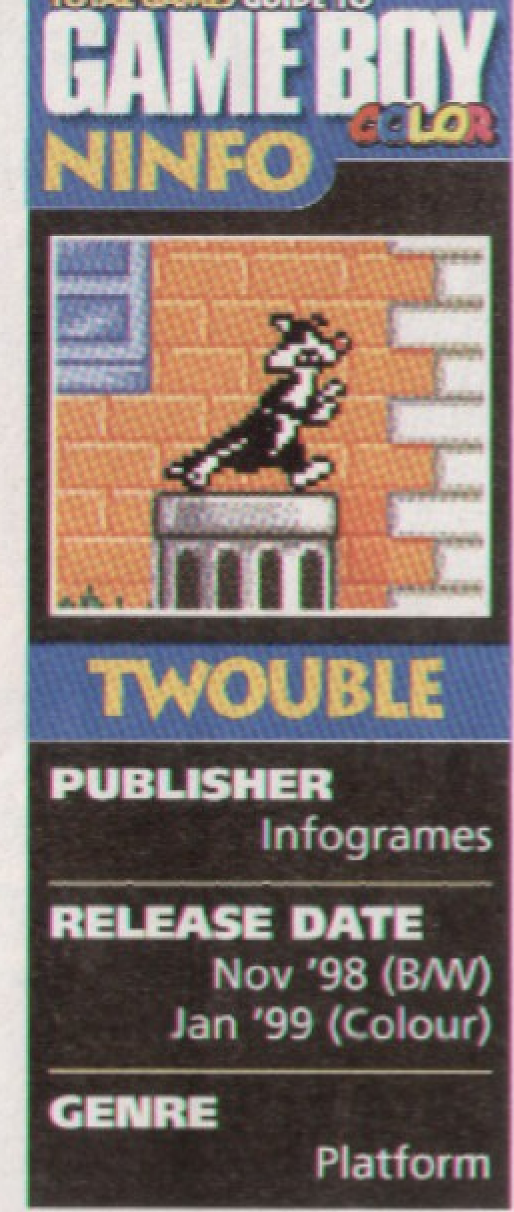
▲ The Game Boy Color makes the most of all the available colours. Granny's house looks almost safe!

AFTER PLEASING generations of kids with their violent hate-hate relationship, Sylvester and Tweety are now coming to the Game Boy in colour and bringing with them a huge stock of Acme itching power as well as a handful of anvils!

As ever the sly puddy tat Sylvester will be getting up to his usual bird hunting tricks and it's up to Tweety to avoid becoming a quick snack. Luckily as Sylvester isn't exactly the smartest cat in the neighbourhood Tweety may survive. There are plenty of objects that will also help Tweety from ending up in the Cat's cartoony claws. These include bulldogs (cats generally tend not to like them), electric fences and of course the old battle-axe herself, Granny and her faithful broom.

The action is set in the town where Granny lives and it will involve Tweety using objects to help him stay away from harm. He will have to solve puzzles, find clues and combine items to use in his fight to fend off the fiendish hair-lipped moggy.

The colour version of *Twouble* will be out slightly later than the black and white version but both look very promising and are in keeping with the sick humour we've all come to love from that Looney Tune gang.



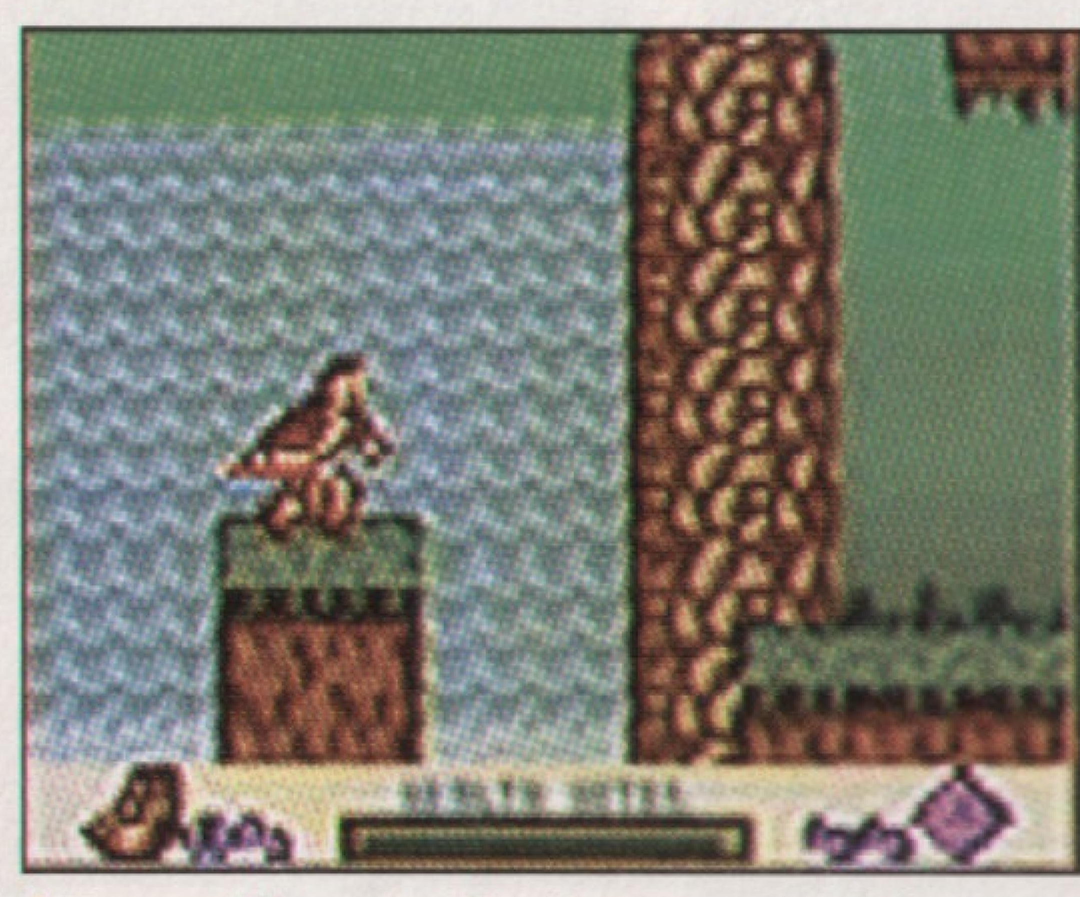
TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

TWOUBLE

PUBLISHER Infogrames

RELEASE DATE Nov '98 (B/W) Jan '99 (Colour)

GENRE Platform



▲ New and improved for the Game Boy Color, Pitfall on the hand-held has never looked better.



PITFALL: BEYOND THE JUNGLE

▼ As in all adventure games, there is the inevitable lava level.

DUAL COLOR

THE VIDEO game classic returns on Game Boy Color in *Pitfall: Beyond The Jungle*. In this exciting installment, Princess Mira has been captured, and it's up to Pitfall Harry Junior to save her and the people of Shenrak.

Take on the role of this Indiana Jones-alike to defeat the evil Scourge, who has an army of scorpions, vultures, and booby traps at its disposal, across a treacherous six levels. This seems a bit excessive as poor old Pitfall Harry Jr is only armed with a mere pick axe. Ah, but you don't become a video game classic hero unless you can handle a challenge!

You're going to need a very steady hand to guide Harry Jr over the deadly chasms and assorted pits. And don't forget the other 'pitfalls' awaiting you, like moving platforms, conveyor belts, bubbling lava and even disappearing floors! Perhaps it will be a better idea to stay at home?

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



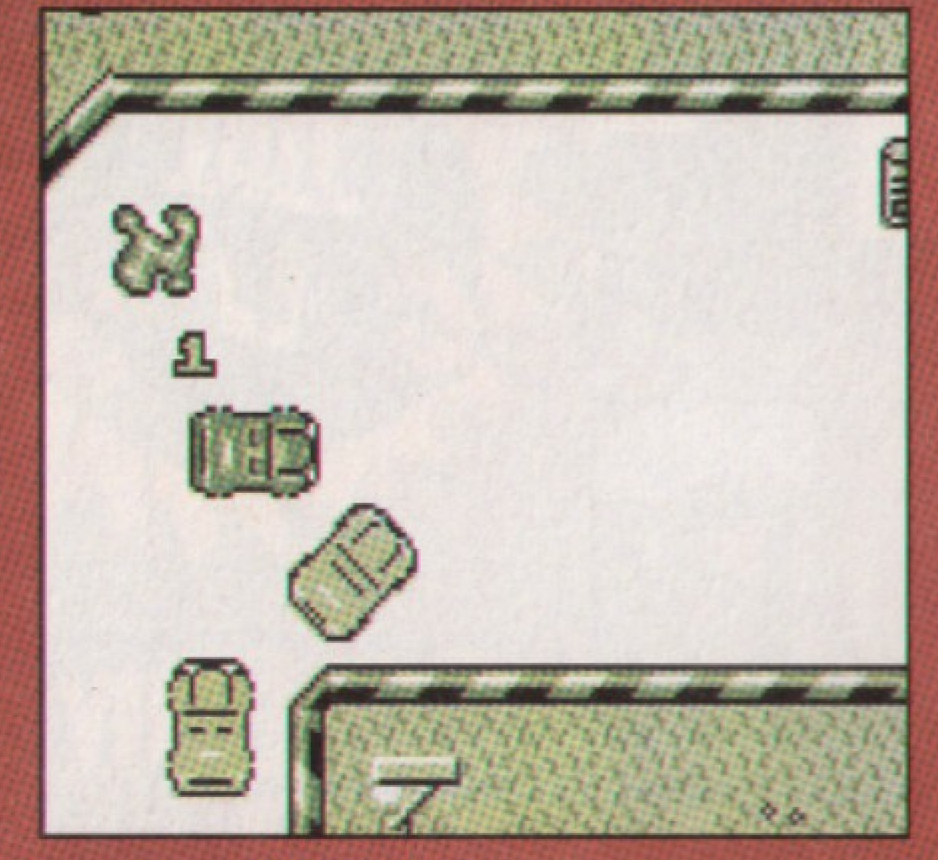
PITFALL

PUBLISHER TBA

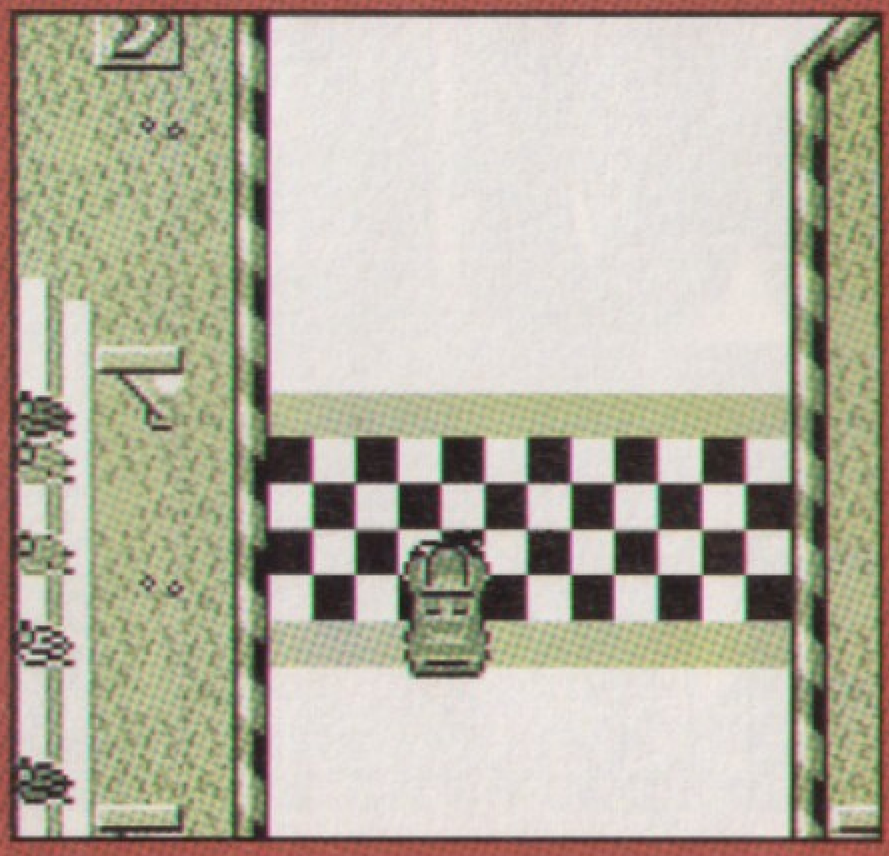
RELEASE DATE Easter 1999

GENRE Puzzle

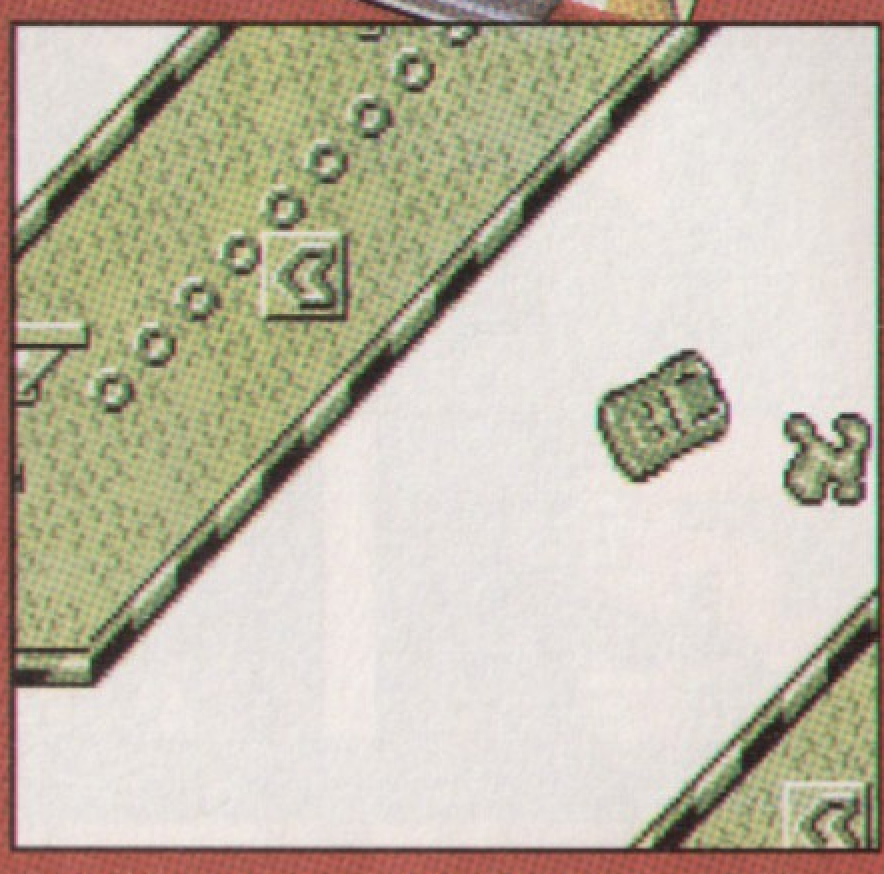
BURN RUBBER IN TITUS' NEW GAME BOY RACER!



▲ Battle through the field against CPU-controlled opponents and show them that you've got what it takes to become a champion!



▲ The finish line is your goal. The only acceptable result is for you to cross it before your opponents, nothing else is permissible!



▲ It's just you against the road as you power down the track, the er... wind in your hair and the smell of burned rubber in your nostrils.

ROADSTERS '98



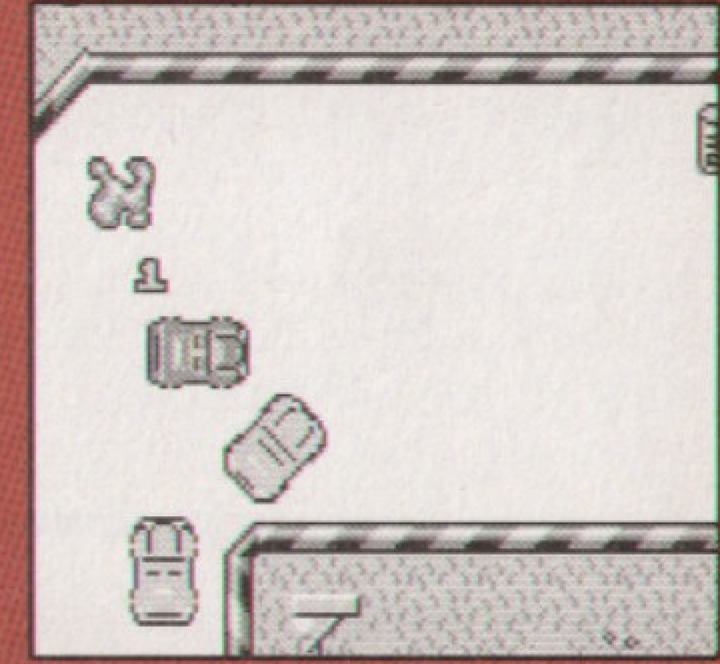
ROADSTERS IS a brand-new racing game for the Game Boy Color from French software house Titus. It puts you in the driving seat of some of the world's most powerful and most expensive luxury convertibles and invites you to take them for a spin!

The gameplay is viewed from a top-down perspective which is much like that made immensely popular by the series of *Micro-Machines* games, and Titus promises you the opportunity to take the luxury road machines and really push them to the limit as you put them through their paces on a number of decidedly different tracks, each of which contains unique thrills and hazards.

The handling and response of the cars you can drive in the game has been specially tailored, says Titus, to give you the most realistic feel of actually driving the miniature cars, at least as far as is possible when you're viewing the whole thing on a tiny screen from above.

WIND IN YOUR HAIR

Roadsters offers players a total of no less than eight different top-of-the-range automobiles, including a Porsche, BMW Z3 and Mercedes, to push to the limit on the different tracks, and the tracks themselves will range from a snowy 'winter wonderland' through a bustling busy city to an exotic island paradise.



▲ Roadsters offers you the chance to take one of eight luxurious automobiles for a spin in this Micro Machines-style racer.

The game will offer a choice of novice and expert levels, allowing you to start off fairly easy at first, and then when you get the hang of it, to take on the best of the best – it's basically *RC Pro AM* with modern sports cars.

So grab your Game Boy and get ready to set your pulse racing. Take the controls of a top-of-the-range drop-top and show everyone what you're really made of, as *Roadsters* challenges you to push yourself to the limit and win!

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

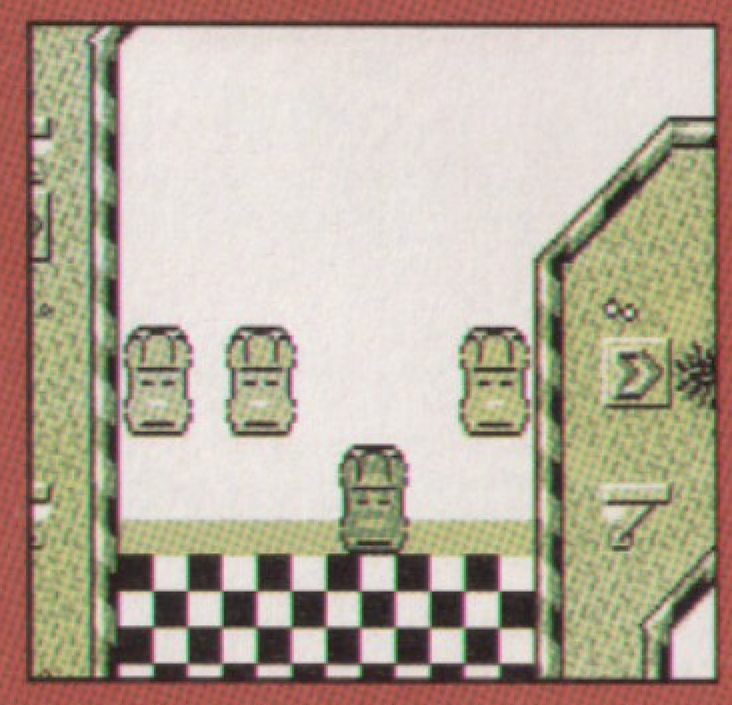


ROADSTERS '98

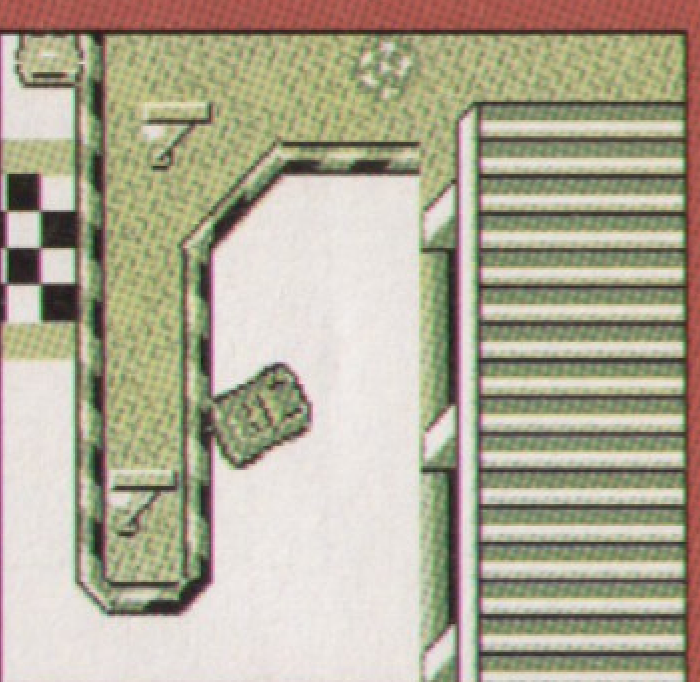
PUBLISHER Titus

RELEASE DATE December 1998

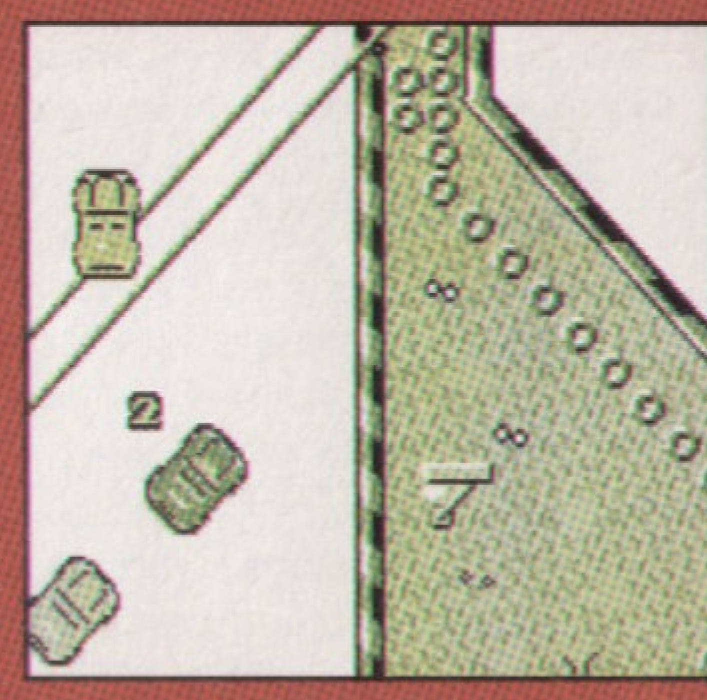
GENRE Racing



▲ To do your best, you need to make sure you get a good start. If you get left behind on the start line you'll spend the rest of the race catching up!



▲ The tracks in Roadsters contain some rather severe bends which would task even the most capable of drivers.



▲ Speed is the name of the game, and that's what Roadsters is all about. Will you be able to handle it?

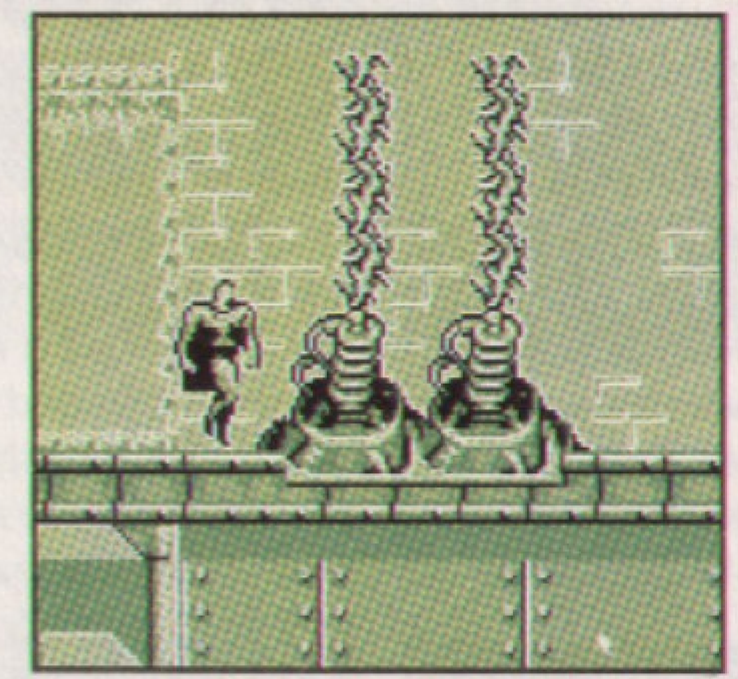
DON TIGHTS WITHOUT LOOKING A FOOL IN SUPERMAN, AND MASTER THE MARTIAL ARTS WITH MAUI MALLARD!

SUPERMAN

DUAL COLOR

SUPERMAN, arguably the most famous comic-book superhero in the entire world (shut up Batman fans – we don't want to know) is about to set out on his most dangerous adventure ever, and it's taking place not on the big screen, but on the Game Boy!

The lantern-jawed lycra-wearing Kryptonian hero who lives in the sprawling city of Metropolis under cover of his alter-ego Clark Kent, is about to face his worst threat ever! Superman's enemy Lex Luthor has kidnapped Clark/Superman's 'bird', Lois Lane, and plans to envelope the entire city in a deadly Kryptonite Fog.



▲ What's the betting that even though Superman is invulnerable, he's going to hurt himself on those columns of fire?

▲ The immense and sprawling city that is Metropolis forms the backdrop for Superman's epic battle against the evil Supervillains.

MAN OF STEEL

Superman must take to the skies and battle not only Luthor, but also Super-Villains Brainiac, Parasite and Metallo who have teamed up with him to prevent the legendary 'Man Of Steel' from thwarting Luthor's evil scheme.

Using only his range of Superpowers, which include X-Ray vision, Super Strength, Heat Vision, Super Speed and Super Breath, Superman must take on these evil villains across a range of different environments as he battles for Truth, Justice and the American Way. Oh, and his girlfriend of course.

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



SUPERMAN

PUBLISHER Titus

RELEASE DATE January 1999

GENRE Platform

MAUI MALLARD IN COLD SHADOW

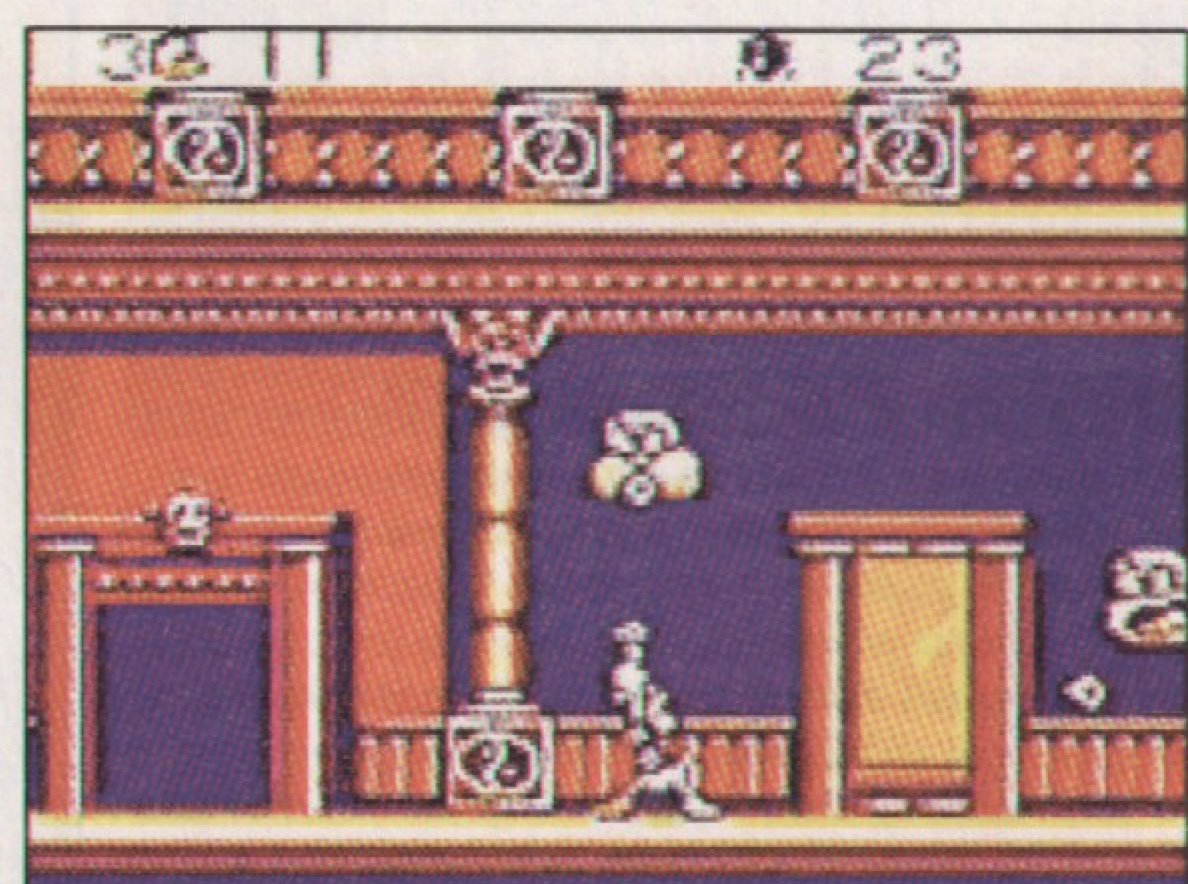
MAUI MALLARD, for those who were wondering, is none other than that fowl-tempered feathery fellow, Donald Duck! In this game he plays the role of a martial-arts trained private detective who takes on the kind of cases that would make Magnum shave his moustache and take up situation comedy for a living instead!

Maui Mallard in Cold Shadow is based on the Super NES game of the same name, so fans of the original will already know what to expect. For those poor souls among you never graced with a Super NES, *Maui Mallard* is a sideways-scrolling platform adventure set over six levels, starting in an eerie haunted house called Mojo Mansion.

DUCK DODGERS

Maui himself must take on all manner of weird beasties to crack the case, including bugs, ghosts and a manic mechanical monkey, and to aid him in this task he has a life-time of hand-to-hand combat training and a custom-made bug gun.

The gameplay in *Maui Mallard* is fairly intense and the graphics are crisp and colourful. The range of enemies and diversity of the six stages promise to a game which should keep platform fans going for sometime to come. Bad guys beware, Maui Mallard is on the case!



▲ Maui Mallard's first port of call is Mojo Mansion, a strange old stately home in which all manner of weird things are occurring.

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



MAUI MALLARD

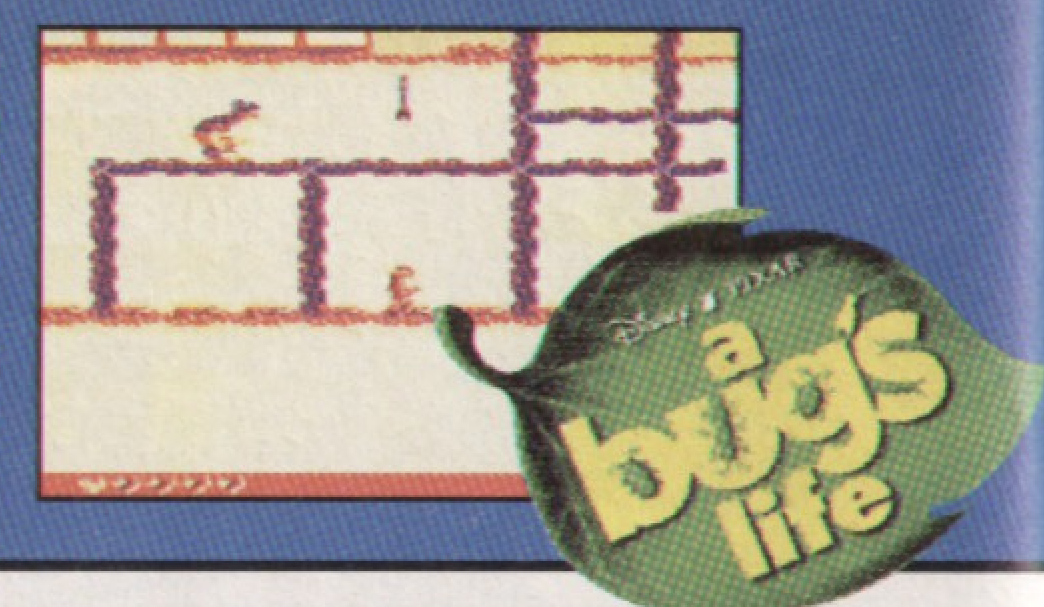
PUBLISHER Disney

RELEASE DATE December 1998

GENRE Platform



WHO'D HAVE THOUGHT AN INSECT COULD BE A HERO IN A BUG'S LIFE! AND CROSS-DRESSING FUN IN DISNEY'S MULAN



A BUG'S LIFE

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



A BUG'S LIFE

PUBLISHER	THQ
RELEASE DATE	Early 1999
GENRE	Platform



THE GRAPHICAL style and the capabilities of the Game Boy and the Game Boy Color certainly lend themselves to platform adventures, which is probably the reason that so many are coming out for it!

One of the latest of these games is also a film tie-in, something which again seems to very popular lately on the pocket-sized games machine. Following hot on the heels of the Hollywood hit, *Antz*, a movie created entirely with computer graphics in the same way *Toy Story* was, comes *A Bug's Life*.



▲ Flik may very well be one of the smallest videogame heroes ever, but he makes up for it with speed, agility and a big heart!



▲ Ants and grasshoppers aren't the only insects that Flik can expect to meet in the course of his adventure!

BUG OUT!

The Game Boy incarnation of *A Bug's Life* is a platform adventure which takes place over nine levels of insect-filled action and stars an Ant called Flik. The plot is that Flik, an imaginative worker ant, has been thrown out of his ant colony for refusing to conform with the others. Ironically though, the colony is invaded by the evil Hopper and his band of marauding grasshoppers, and it's up to Flik to save the colony, solve their food shortage and win himself a place back in the hearts of his fellow insects. It looks promising, but sadly has no confirmed UK release date and at the moment does not make use of full colour.



◄ Flik must travel through nine insect-infested stages to free his people and defeat the evil Hopper once and for all!

MULAN

DUAL COLOR

DISNEY'S CARTOON films have always made popular videogame conversions, perhaps because no matter how bad the game turns out to be, the massive cinematic success of the film more often than not guarantees huge sales figures anyway.

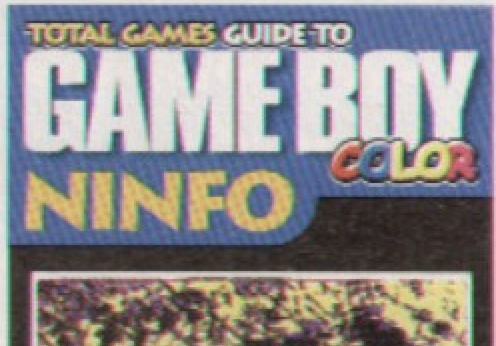
Like a lot of Game Boy film titles, *Mulan* is basically a variation on the platform adventure format. This means that the majority of the action involves running, jumping and otherwise making your way across multiple horizontally (and sometimes vertically) scrolling levels packed each of which is jam-packed with unfriendly enemies.

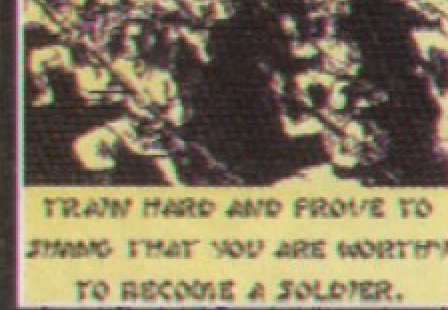
DISNEY'S FINEST?

You of course take on the part of the young girl, called Fa Mulan, and the storyline follows your attempts to make your way to the Imperial Army training camp where you then need to solve puzzles, battle enemies and ultimately save the whole of the Empire from an evil warlord called Shan-Yu.

As for saving, *Mulan* is another game which makes use of a password system so that you can save your progress as you go, thus ensuring that your quest to save the Empire isn't hampered by the need to eat meals, change your batteries and generally do other things.

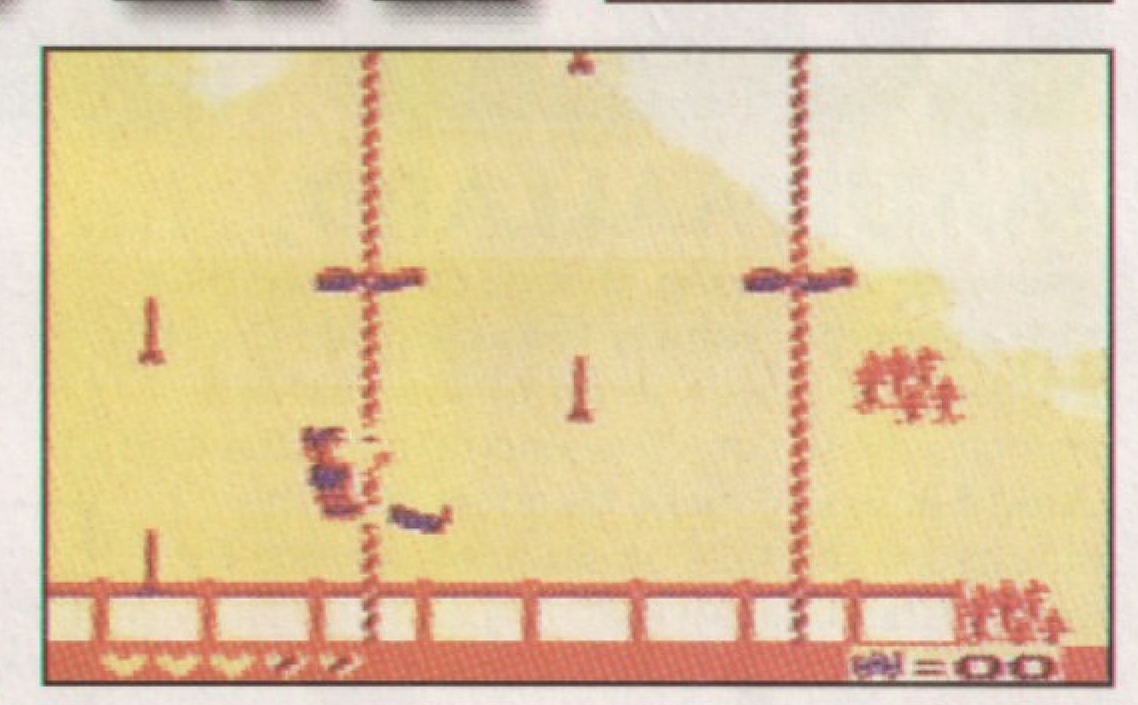
TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

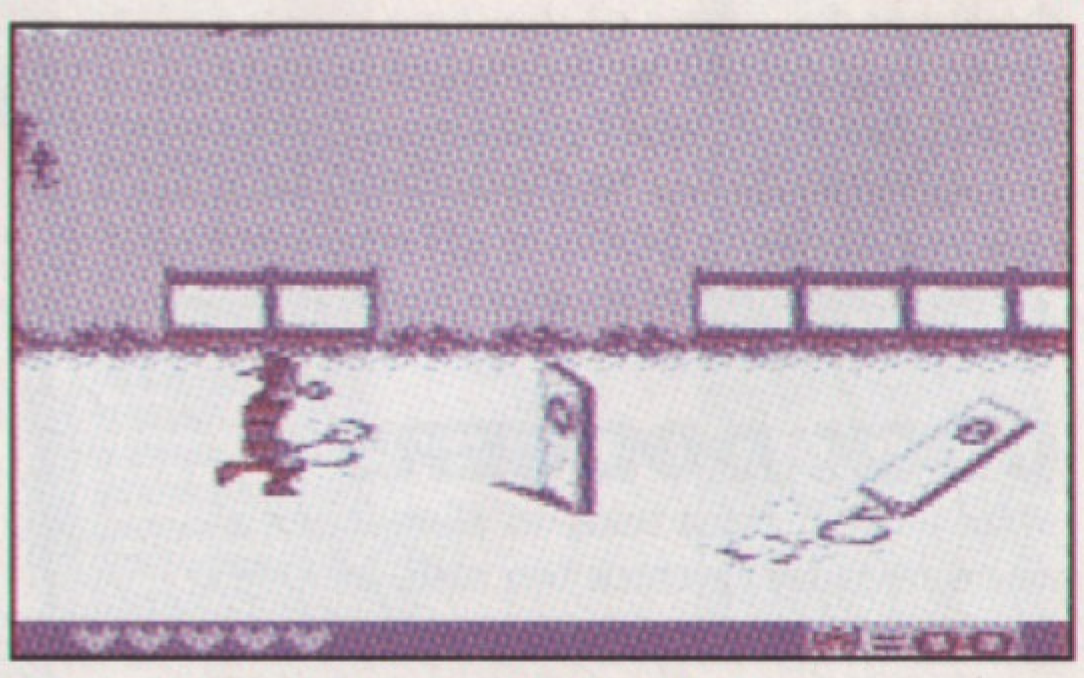




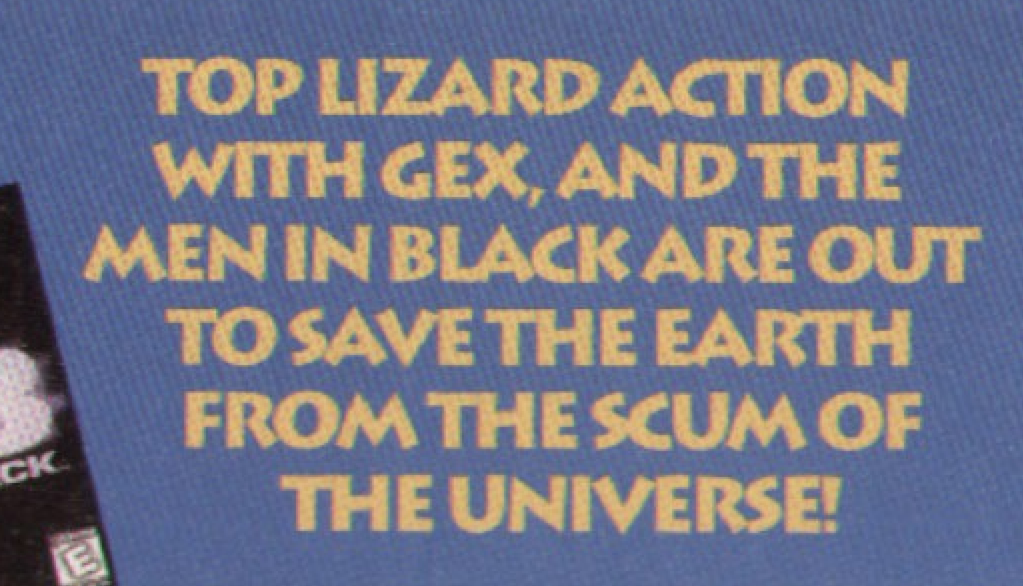
MULAN

PUBLISHER	THQ
RELEASE DATE	TBA
GENRE	Platform





▲ The environments in Mulan change considerably from stage to stage, ranging from inside buildings through icy landscapes to water-filled meadows.



TOP LIZARD ACTION WITH GEX, AND THE MEN IN BLACK ARE OUT TO SAVE THE EARTH FROM THE SCUM OF THE UNIVERSE!

GEX: ENTER THE GECKO

GEX: ENTER the Gecko features over 16 levels, each of which take a sideways look at popular TV shows and movies. *Gex* spoofs horror movie in the Smellraiser level, as well as taking a peek into Kung Fu shows and Prehistoric lands.

The game promises to utilise the Game Boy Color's capabilities as well as being backwards compatible with other GameBoy models. The levels will contain multiple paths, which will add depth to this quirky platform game. *Gex* has already won over gamers on the PlayStation and Nintendo 64, it looks like Game Boy Color owners are next on this particular gecko's list.

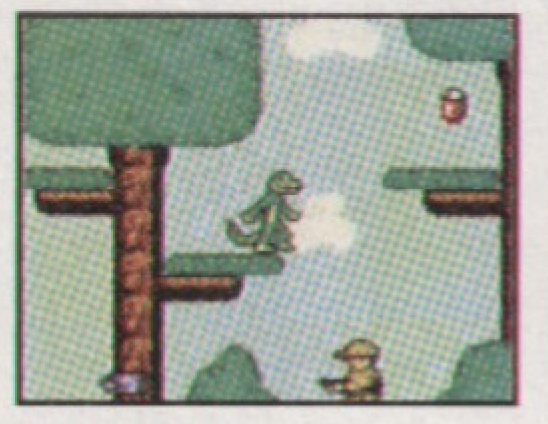
GAME BOY COLOR NINFO

GEX: ENTER THE GECKO

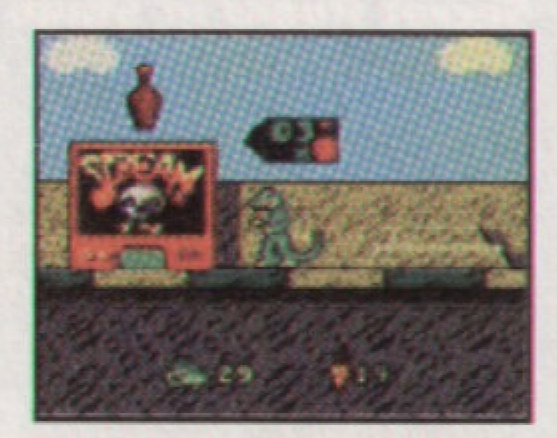
PUBLISHER TBA

RELEASE DATE Winter 1998/1999

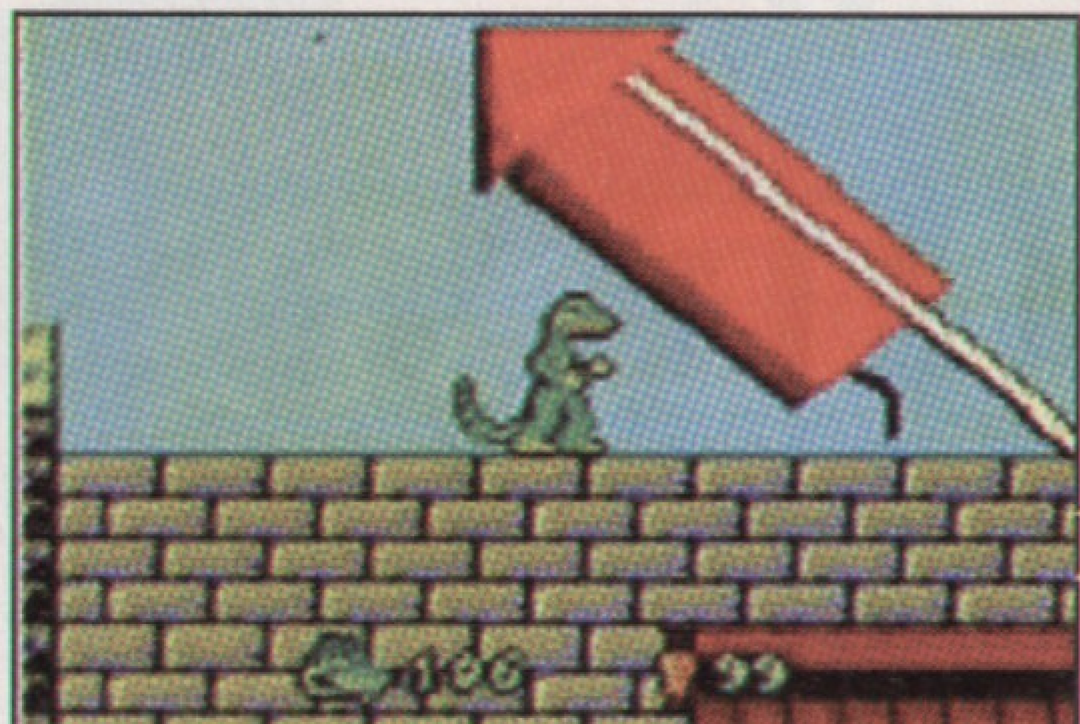
GENRE Platform/Puzzle



▲ Ants and grasshoppers aren't the only insects that Flik can expect to meet in the course of his adventure!



▲ At last Gex is shon in his proper green colour as opposed to various shades of grey. It should make all the difference.





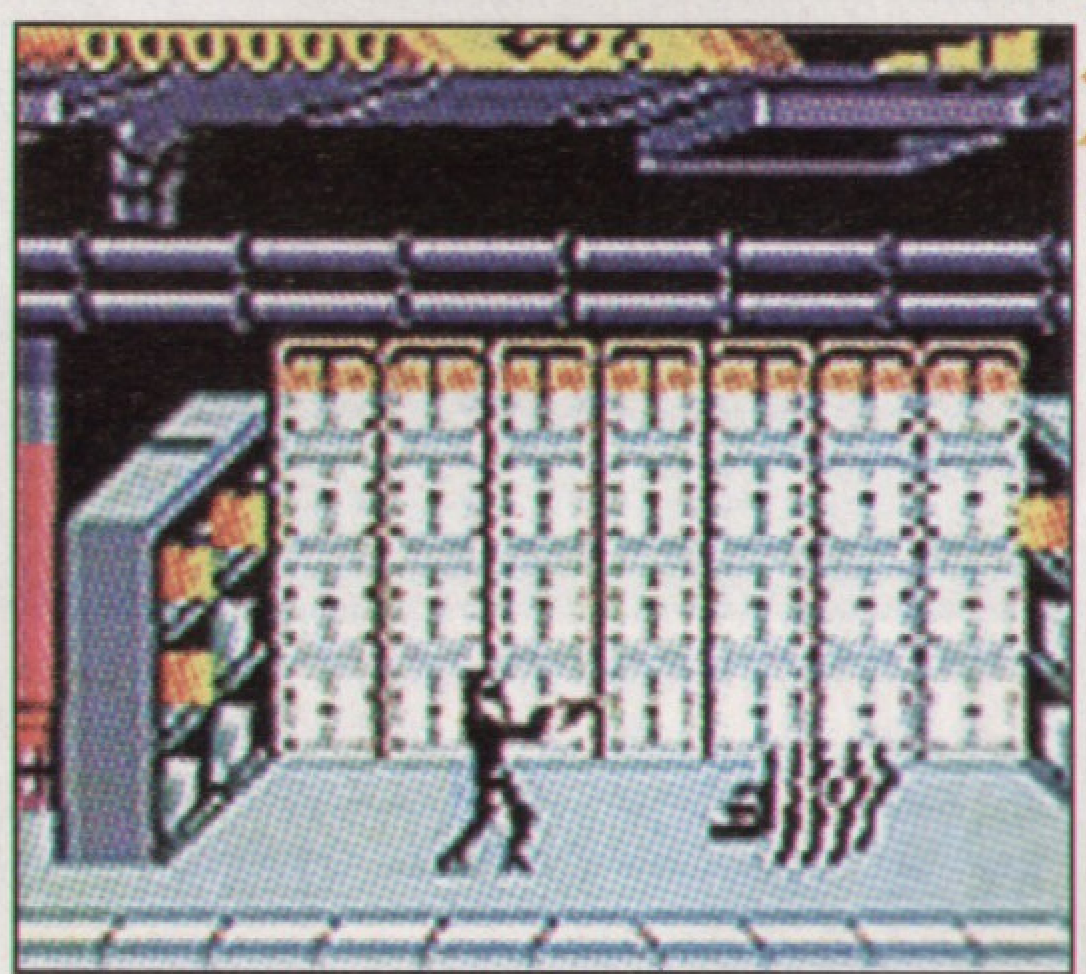
MIB: THE SERIES

DUAL COLOR

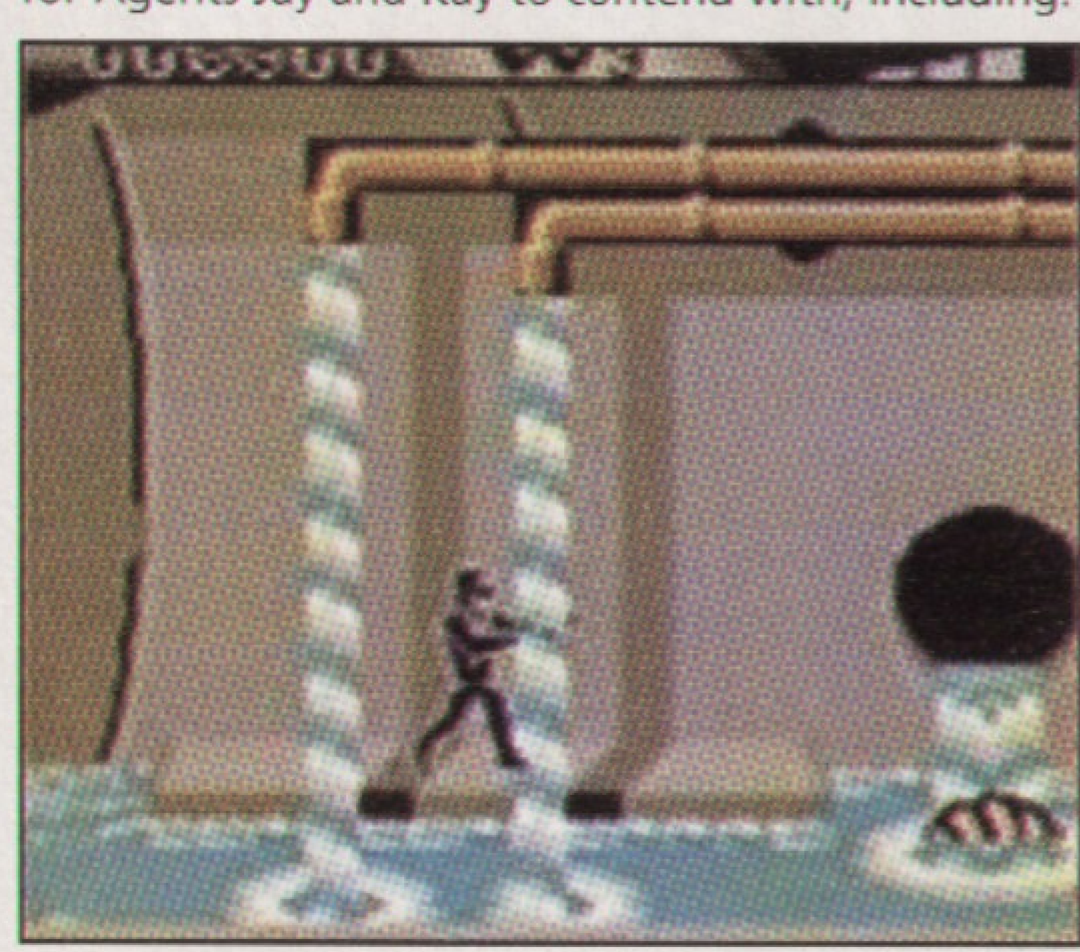
STARS OF a big-budget Hollywood movie and a top rated animated series, those Men In Black are back... and this time they're after the Game Boy Color! *Men In Black: The Series* is a sideways scrolling platformer that promises to use the gorgeous 56 colour palette of the Game Boy Color.

Even though the MIB agents are dressed in black and white suits, Crave Entertainment's game boasts garishly coloured "flashy environments and alien guts." There'll be a veritable menagerie of aliens for Agents Jay and Kay to contend with, including: the slippery Skraaldians, Fmecks, and the intergalactic bounty hunter, Buzzard.

Your primary objective in MIB is to stop a band of criminal aliens from destroying your home planet. Using your regulation alien blaster, you have to jump and shoot your way through six unique stages, each located in a different section of Manhattan.



▲ Yes it's just like the film – look there's Will Smith or someone who looks just like him.





MIB: THE SERIES

PUBLISHER TBA

RELEASE DATE Winter 1998/1999

GENRE Puzzle

IF YOU ARE FACING PROB
THERE IS NOWHERE LEF
THIS COMPREHENSIVE T
GAME BO

THE COMPLETE A-Z OF CHEATS

CASTLEVANIA ADVENTURE

Extra Life
Do not whip the first ten candles on the first level. When you come to the eleventh candle, whip it to reveal an extra life.

Secret Room in Stage 1
You must climb ropes to get through the level. The second to last rope, on the right side of the screen, leads to a platform with a tree stump and two graves with crosses visible. If you climb up this rope you can continue through the brick wall at the top. This leads to a hidden room with four power-ups.

Secret Room in Stage 2
In the second part of the stage, where you have to choose between ropes, go right and then left. You will enter a room where you go down stairs and giant eyeballs speed towards you. Kill an eyeball while it's on the middle step. Once done, a hole will open up. Climb down it for power-ups.

CASTLEVANIA II: BELMONT'S REVENGE

Hidden Rooms and Passages
In the Crystal Castle just past the second door, where eyeballs are falling from above, climb any rope through the ceiling. In the Rock Castle after the third door, continue all the way to the right and climb the rope up through the ceiling. In the room just before the third door in the Cloud Castle, climb the rope up through the ceiling to warp to an earlier room where you can find meat in the bricks in the middle of the ceiling. After the third door in the Plant Castle, continue to the left and climb the rope through the ceiling. Finally, in stage two of Dracula's Castle, climb through the ceiling in the room with a door, a large bat, and an upside-down monster that can take away your stronger whips.

CHASE HQ

Level Select
At the title screen, press and hold Down, A, B, and then press Start. Use A or B to select the stage.

ADVENTURE ISLAND 2

Easier Game
Press Select at menu screen and enter 0894 as the password to get 99 of everything. This makes for a much easier game.

BATMAN FOREVER

Cheat Menu
At the difficulty selection screen press Up, Right, Down, Left, Up, Left, Down, Right to get a cheat menu.

BATTLETOADS IN RADNAROK'S WORLD

Five Lives
On the title screen, hold Down, A and B then press Start. If you have to continue, re-enter the code to continue.

CHEATOS! QUICKIES

THE ADDAMS FAMILY
Full Energy
Immediately hold Down, A, B and Select simultaneously and press Start after losing a life.

ADVENTURES OF LOLO 2
Password
Last Level VQTD

ALADDIN
Level Skip
Pause the game and press the sequence A, B, B, A, A, B, B, A to skip a level.

BATMAN
Sound Test
At the title screen, press Up, Right and Start simultaneously.

BATTLETOADS
Harder Game
At the title screen, press A and B together for a much tougher game.

BIONIC COMMANDO
Level Skip
On any level, hold Start and press A and B simultaneously.

BATTLE ARENA TOSHINDEN

Jet Mode
Beat the game in normal mode and then press Up, Up, Select, A, Down, Down, Select and, B on the title screen.

All Characters
When Ellis starts dancing, press Up, Down, B, A, Right, Left, B, A to get every character including Gaia, Gaia 2, Uranus, and Sho.

Fight Gaia II and Sho
Enter the play as Gaia II or Sho code, then choose either the Normal setting or Hard setting and play as Sho in the one player game. If you chose Normal, you'll fight a random opponent. If you choose Hard you'll fight Gaia II and Sho.

Play as Gaia II or Sho
When the Takara logo appears, press Select three times. When Ellis appears press the sequence Right, Left, A, B to get both Sho and Gaia II.

Read All Dialogue
When the Takara logo appears, press B, A, Left, Right, B, A, Down, Up, B, A to view the dialogue, including tips and special attacks, for every character.

Scorcher Mode
When the Takara logo appears, press Select three times to get into scorcher mode. This lets you perform special attacks.

DONKEY KONG LAND

Maximum Lives
On level 8 (Gangplank Galleon) enter the bonus stage just past the mid point. Grab a 1-Up then leave the stage. You can now re-enter the stage, grab another 1-Up and repeat the process as often as desired.

DONKEY KONG LAND 2

240 Banana Coins



On the Game Selection screen, hold Right or Left while over the game you wish to play. Then press B, B, A, A. You should hear a chime.

All Kremcoins
On the Game Selection screen, press the Right or Left direction while over the game you wish to play. Then press A, B, A, B. You should hear a chime to indicate the cheat is working correctly.

Extra Lives
On the Game Selection screen, hold Right or Left while over the game you wish to play. Then press A, A, B, B. A chime indicates the cheat is active.

DONKEY KONG LAND III

Bonus Level
Go to the Cape Codswallop's level Total Rekoil. When you start, do not move. Instead jump into the air towards the left to enter a bonus level.

Extra Coins
Go to Cape Codswallop's Lift Shaft Lottery and proceed left to get the bear coin. Exit the level (press Start then press Select) then re-enter and get the coin again. Repeat as desired. Please note that this only works after you have completed the level.

CONTRA: THE ALIEN WARS

Infinite Lives
For unlimited lives, enter the password B32R.

Easy Mode
Normally the game ends on level 3 in easy mode. With the password 21LN you can access level four in easy mode.

Level Skip
Enter the password H2F2. While playing, press Start to advance to the next level.

Secret Level
Enter the password BIER.

FINAL FANTASY LEGEND

Stronger Punches
Equip two packs of punches on the same person. Use one up until there is only one punch remaining. Then start using the second pack. As long as you leave one punch in the original pack you'll do significantly more damage.

Statue of Hope
If you're at the Statue of Hero and you have all three of the King's items, un-equip the items, face the statue and press the A button. You will receive the Black Sphere. Try to walk away from the statue at that point, and Gen-Bu will attack.

FINAL FANTASY LEGEND II

Best Character Combination
Two humans and two mutants; two humans, a mutant and a robot; or one human, one mutant, one robot and one monster. These are the best characters for your party.

HERCULES

Passwords

Level 2	B7FG4
Level 3	XTV5P
Level 4	TV5DP
Level 5	FX6NL
Level 6	HGRSV
Level 7	K7DGR
Level 8	FTXCG
Level 9	GSJ4H

View Credits
To view the credits, enter the password CRDTS.

HOME ALONE 2: LOST IN NEW YORK

Level Warp
At the title screen, press Up, Down, Right, Left and Select, and you will get to the last level with 100 of every thing.

THE HUNT FOR RED OCTOBER

Level Select
At the main screen (where you choose one player or two) press B, Select, Left, Right and then finally Start.

25 Lives
Wait for the map screen to appear and press and hold A and B, and then press Select, Up and Down.

25 Missiles
Wait for the map screen to appear and press and hold A and B, and then press Up and Down.

CHEATOS! QUICKIES

BOMBERMAN

One-Player Battle Mode
To access Battle Mode without a link cable, enter the password 5656.

Start with All Power-Ups
Enter the password 4622 at the password screen to begin the game with all of the power-ups. This makes for a much easier game.
Bomberman Hero
Restore Health
If you have a low life bar, exit out of the current level and go to the third world, first area, third stage and get to the healing zone. It looks like a translucent pyramid. After you're healed, you can go back to your previous location as though nothing had happened.

BOXXLE

View Credits
At the title screen, hold Up, A and B together until the names appear.

BUST-A-MOVE 2

Time Trials
To access 20 Time Trial levels, enter the password DINO.

Extra Puzzles
Press A, Up, B and Down on the Title screen to access more puzzles. If it is entered correctly, a small figure will appear in the corner of the screen.

CASPER

Library Trick
The goal in this level is to get all the books dropped into the book return box. To do this hold down the A button to turn into a trampoline; from there you just pay attention and bounce the books in the direction of the book return box.

COSMO TANK

Sound Test
On the screen at the beginning of Quest Mode, press and hold Down, A and B. While holding these, press Start. The message Sound Test 01 should appear.

JAMES BOND 007

Make Lots of Money
In any of the casino betting games, bet half of what is in your account. Every time you win, exit the game you're playing, save and continue. Then go back to playing. If you lose all of your money, exit without saving and then go to the same game you were playing.

Bonus Games
To play any of the sub-games, start a new game and enter your name as one of the following:

BJACK	Black Jack
BACCR	Baccarat
REDOG	Red Dog

Casino Secret
Go to the casino in Marrakech and play any one of the casino games. If you win about $17,000 the opponent will tell you that you are a high roller and the casino has paid for your visit. Return to the hotel and talk to the hotel manager (behind the desk). He will give you the presidential key which you can use to open the locked door on the first floor.

Finding the MARBLE
The first time you talk to Q (London, Bond's Headquarters) there will be a man in a chair behind him. If you walk around the chair hitting A or B, the chair will launch through the wall. Walk through the hole and you will get the MARBLE.

Hidden Hammer
Go to the house on the left side of your screen when you start the game. Enter the house, go to the back bed and hit it to get the hammer.
Secret Passage in Kurdistan

CHEATOS! QUICKIES

CRASH TEST DUMMIES
Cheat Mode
To enter the code screen, hold A and press Start at the title screen.

Two-Player Game
At the title screen, press Select, Select, Start to launch a two-player game.

DAEDALIAN OPUS
Level Select
Enter the password ZEAL to access a screen where you can select any level.

DEAD HEAT SCRAMBLE
Level Select
At the title screen, press B eight times, A eight times, and then B one time less than the stage you wish to enter. Finally, press Start.

DRAGON BALL Z 2
Hidden Game
While the opening Dragon Ball Z 2 logo is moving, press Up, Down, Left, Right, Down, Up, Right, Left, A.

FACEBALL 2000
Level Select
Start on level one and find the exit. Shoot the exit five times and then explore the level again. You will find extra lives and speed power-ups. You will also find five new exits, each of which take you to a different level.

FORTRESS OF FEAR
Extra Lives
Enter W, heart, W in the Scroll of Honour and start a new game. You will begin with six lives.

GODZILLA
Sound Test
At the title screen, press A, B, Select and Start at the same time.

JUDGE DREDD
Level Select
At the title screen, press A, Left, Right, B, Start.

THE JUNGLE BOOK
Cheat Menu
Press Select to access the options menu and then highlight Music/Effects and listen to the following sounds in order: 40, 30, 20, 19, 18, 17, 16, 15. A cheat menu will appear.

JURASSIC PARK
Level Skip
When the dinosaur mouth is open and the options are revealed, press Up, Down, Left, Up, Down, Right, Select. Repeat this once more and you'll here a crash. To use the cheat, start the game then pause it and press Select to skip to the next level.

KILLER INSTINCT
Level Select
At the title screen, hold Up and press A, B, Start or Select.

Random Select
To choose a fighter at random, hold Up and press Start on the player selection screen.

Play as Eyedol
To play as the boss, go to the Player Versus. Player screen, hold Right and press Select, Start, B, A.

Eyedol Special Moves
To charge, hit backward, forward and kick. To uppercut, hit backward, forward and punch. To shoot, hit down, down and forward, forward and punch. Hit punch while charging, as another way to perform an uppercut.

Fulgore Finishing Move
Rather than just punching or kicking your opponent to finish them off, stand a centimetre away from them and press Down, Down and forward, forward and kick. Fulgore will rip his mask off and machine gun your enemy to death.

KIRBY'S DREAM LAND 2
Free the Rainbow Drops
These are the powers to use on the blocks that seal the rainbow drops in their rooms.

World 1 – Grassland	Parasol Power
World 2 – Forest	Spike Power
World 3 – Ripple Field	Rock Power
World 4 – Iceland	Fire Power
World 5 – Red Canyon	Spark Power
World 6 – Cloudy Park	Cutter Power
World 7 – Castle Dedede	Ice Power

KIRBY'S PINBALL LAND
Boss Select
At the title screen, hold Right and press A, B and Select. You'll be brought to a Ranking screen with a little black cat. From here you can fight any of the game's bosses.

LINKS AWAKENING
Alternate Music
To change the background music at the file selection screen, start a new player and enter your name as ZELDA.

Extra Seashells
To get a bonus seashell, find exactly five secret seashells before making your way to the seashell mansion. Once inside, walk right until water flows up the big pipe. Another bonus shell can be found by doing this with ten seashells.

Flying
To fly you must have the Boomerang and the Rooster. Throw the Boomerang and pick up the Rooster. Then the Boomerang will hover below you. Normal enemies can't attack you, but you may attack them.

When you visit Kurdistan for the first time, go to the cave where Iqbal lives. Don't go into the cave, but go to the right side of the screen and start hitting the rock wall. You should find a secret passage. When you go through the wall, there will be a man sitting down. Talk to him and he will give you a jewelled egg. Later, when you go to Marrakech, you can trade it for an underground pass.

Secret Passage in the Chinese Temple
When in the Chinese temple, go to the top room. When you are in there go to the middle of the right wall and press A.

Unlimited Med-Kits
Start your game and enter the house. Get the med-kit from the top bed, then save and quit. Reload your game and enter the house to find another med-kit. You can repeat as often as desired.

THE LION KING
Level Skip
Pause the game and press B, A, A, B, A, A.

LOONEY TUNES
Faster Frisbees
In level 1, when you first see water, jump in and then jump out on the right onto land. Walk through the wall into a room where you'll find an item that makes your frisbees faster.

MEGA MAN II
All Weapons and Items.
Enter the password A1 A3 A4 B3 C1 C2 C3 D1 D3.

MEGA MAN III
Special Tricks
Find the letters to make up the word BEAT and you can call on Beat to destroy enemies on screen. Finding all the letters to make up WILY is the only way you can get past the second four bosses.
All Weapons and Items
Enter the password ABCDEF.

Keep Marin With You For The Entire Game
Get Marin to follow you (beat the first three levels) then take the Warp (the hole with the spirals in it) to the animal village. Walk to the left. When you are about to go to the next screen, push Select and you should warp across the whole screen. Marin will now follow you the for the entire game.

MEGA MAN IV
Fast Start
To skip the Dr Light sequence and get to the robot selection screen, reset the game by hitting Select, Start, A and B simultaneously when you are in Dr Light's laboratory and Dr Light starts talking.. When you are back at the title screen, select start game and hit Start. You should now be at the robot selection screen.

All Power-Ups and Items
This password gives you all weapons, BEAT, WILY, four Energy Tanks, four Weapon Tanks, a Super Tank, an Energy Balancer, and 999 P-Chips. It's hard to lose with this lot.

METROID 2: RETURN OF SAMUS
60 Missiles and Full Health
Enter your ship and run left to right until you hit both walls once. If you do this correctly, you should have 60 missiles and full health.

MICKEY'S DANGEROUS CHASE
Stage Select
When the Nintendo logo appears, hold B down. When the player-select screen appears, hold down both A and B buttons. You'll get to choose the stage you start on.

MICRO MACHINES
Extra Life
You can gain an extra life in the first race featuring sports cars on desktops. When you jump the notebook onto another desk, pause the game. If you time it right, you'll hear a noise indicating you've gained an extra life.

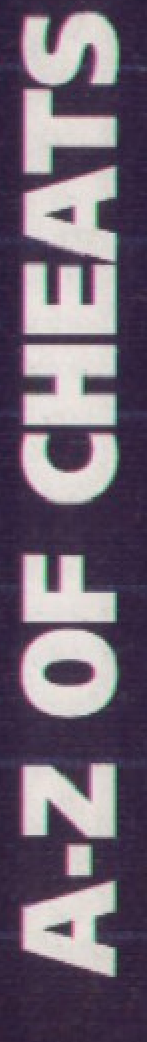
MORTAL KOMBAT II
Easy Win
When the match starts, duck and then uppercut your opponent as he comes near. If your timing is right, you will knock him down. Continue this method and you will get a double flawless if you are extremely lucky. This also works in endurance matches.

Fatalities
Sub-Zero 1: Toward, Toward, Down, A
Sub-Zero 2: Toward, Down, Toward, Toward, B
Scorpion: Hold Block (Start) and press Up, Up, B
Jax: Hold Block (Start) and press Up, Up, Down, A
Shang Tsung: Hold Block (Start) and press Up, Down, B
Millina: Hold A for three seconds

Fight Jade
To fight Jade, use only the kick button during the fight before the question mark fight.
Fight Smoke
When the small character appears in the corner of the screen, press Down and Start. If you did it correctly, you'll be told you've found the passage to fight Smoke.

CHEATOS!
QUICKIES

DONKEY KONG
General Tips
- Armadillos and some Walruses work like Dottys.
- In one of the plane levels, you'll find a floor platform blocked by a gate. If you put the gate up, the floor can go it's full length.
- If you jump with the wind, you'll jump higher.
- Vampire bats won't hurt you, just stun you and make you fall.
- Octopi can't hurt you; they just prevent you from swimming.
- Not all monsters are terrible: Dottys walk up walls (you can ride them to get up walls), Monkeys' tails work like ropes (if you hold two neither will move), Froggys can leap high (even with you on their back), Donkey Kong Junior can flip certain switches, Knights will charge at you with their shield (shoving you past small places), Rockys can be stood on to enable you to walk over spikes.
- Watch out for poisoned mushrooms; they'll shrink you even more.
- Drop the food on klap traps to kill them.
- Pals Voice will run at you if you make a noise.
- A gate won't fall all the way down if a black brick is in their way.
- In DK's tower, move the key blocks to the tops of the ropes to trap Junior.
- The key won't disappear right away if you drop it. In some levels you have to use that to your advantage.



CHEATOS!
QUICKIES

SHANGHAI POCKET
Passwords
Start the game and press Select to get to the option menu. Select New Game and press A to enter three letters.

STAR TREK
Warp
At any time during play, hold Select and press Left. This will let you warp once per stage without hitting a warp zone.

STAR TREK: 25TH ANNIVERSAY
Warp
At any time during play, hold Select and press Left. This will let you warp once per stage without hitting a warp zone.

STAR TREK: THE NEXT GENERATION
Level Select
Enter the password Override and start a new game. When Captain Picard explains your mission, press Up to choose another one.

STAR WARS: RETURN OF THE JEDI
Healing on Endor
In the Endor Bunker level, fall down the moving platforms three times. Fall to the left and you'll land on a platform. Kill the droid and walk until you find a heart. It will restore your health completely.

Ten Lives
During the second level, pause the game and press A, A, B, B, B, Up, Down. Resume the game and you will gain ten lives.

STAR WARS: THE EMPIRE STRIKES BACK
Tow Cables
When fighting the AT/ATs on planet Hoth, press B and Select at the same time. This will arm you with three tow cables which can be fired at the AT/ATs thus disabling them. It is best to aim for their legs.

SUPER MARIO LAND
Bonus Coins on Level 2
When you start the second level, go left and jump to reveal an elevator. Ride the elevator to access several coins.

Continue
If you are subjected to a Game Over message while in the Easter Island level, keep pushing Start when the words appear. This will allow you to continue playing.

SUPER MARIO LAND 2
99 Lives
Clear the Hippopotamus Zone and the Space Zone. Return to the Hippopotamus Zone, run into the water, and then to the left. Grab the prize worth 50 coins. Do this over and over until you've grabbed 999 coins, then play the Bonus Game. Repeat this procedure until you have 99 lives.

Bonus Level
After ringing the Midpoint Bell in the first stage of the Space Zone, jump up to find the hidden block located in front of the ringed planet. Continue working your way up and you will find more hidden blocks and you will get to the Secret Exit high above the normal goal.

Easier Game
For an easier game, press Select at the pipe screen.



MORTAL KOMBAT III
Extra Credits
When the Choose Your Destiny screen appears, press Up to increase your credits to five.

PREHISTORIK MAN
Cheat Mode
During the introduction, press Down, A, Up, B, Left, Right, B, A, B, A, B, A, Up, Down. The cheat mode will be activated on the next screen. This code makes you invincible and lets you skip levels by pressing Select.

Q BERT
View All Movies
At the title screen, press Right, Up, B, A, Down, Up, B, Down, Up, B. This will string all the movies together to form a short movie.

R-TYPE
Secret Options
At the title screen, press Select. A menu will appear that will allow you to hear the sounds and music within the game. You can also choose the difficulty level fro this menu. When you have made your selection, press Select and press Start to begin your game.

ROBOCOP 2
View Ending
Wait for the title screen to appear, then press A, B, Select and Start, and then press Left. This lets you see the ending of the game.

WARIO LAND
Best Ending
For the best possible ending, win the game with 99,999 money.

Debug Mode
Pause the game, then press Select 16 times. A box will appear over lives, time, or coins. To use Debug Mode, hold A or B and press Left or Right to move the box over a number. To change the number, press Up or Down. You can also change Wario's hat by pressing A and B to move the box to Wario. Once it's there, press Start. Each time you do, Wario's hat will change.

TAMAGOTCHI
Get Mimitchi
To raise Mimitchi, hatch a black baby and feed it nothing but carrots. When it turns six, it will morph into Mimitchi. Easy really.

TERMINATOR 2
Slower Timer
To slow down the timer on level three, hold Select while playing. This will slow down your cursor and disable music.

TETRIS
Harder Game
At the title screen, hold Down and press Start. When you start your game you will see a little heart by the level and the game will run much faster.

No Preview
To play a harder game where the next piece is not shown, hit Start during any point of the game. While the game is paused, hit Select. When the game is restored, the box where the next piece is shown will be empty. To show the pieces again, repeat this process.

Secret Rockets
Secret rockets are found in both type games. The Type A game will show a small rocket when you hit 100,000 points and a large rocket when you hit 200,000 points. The Type B game shows a space shuttle taking off when you beat the game at level 9 and height 5.

TETRIS 2

Easier Game
At the title screen press and hold Up and Start until the title screen disappears. In easy mode there are fewer bombs and bricks fall slower.

TINY TOON ADVENTURES

Practice Bonus Levels
Hold Down and B and press Start at the main menu to practice the bonus levels.

TINY TOON ADVENTURES 2

Harder Game
For a greater challenge, press A and Start at the title screen.

Options Menu
At the title screen, press B and Start.

TEENAGE MUTANT NINJA TURTLES

Bonus Games
Go to the level select screen and press A, B and Select. You should hear a tone. At the far right side of the screen, a question mark (?) will appear. Click on it to play all the bonus games.

Restore Life
If you need your life restored, pause the game then press Up, Up, Down, Down, Left, Right, Left, Right, B, A. Resume the game and your life will be restored. This code can only be used once per game.

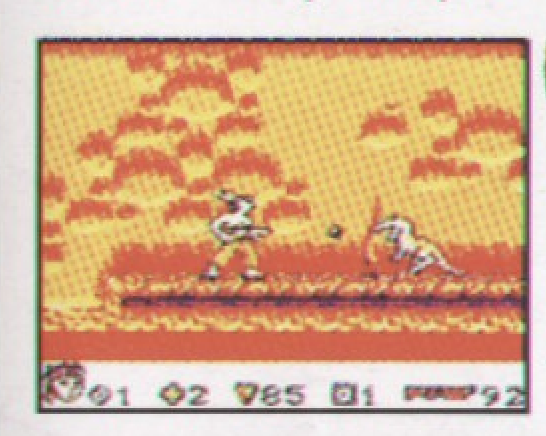
TRACK & FIELD

Strange Sights
If you land a couple of yards short of the pit at the triple jump, a frog will come out of the hole in the runway. In the archery event, if your arrow hits the ground between the 40 and 50-yard lines, flowers will grow out of the ground around the 70-yard marker. Finally, in the hammer event, release the hammer with maximum power at an 80 degree angle and you'll hit a UFO.

TUROK

Passwords

Level 2	GRZNNPCRDB
Level 3	DVZNDPBTNG
Level 4	GVZNDPBTNG
Level 5	PCVYGRBTDK
Level 6	RCVYGRSTDR
Level 7	VSVYTRSQDG
Level 8	RSQPTNSQNW





TURRICAN

Invincibility
At the title screen, press A, B, B, A, B, A, A, B, A, A, B, A, A to gain invincibility.

Level Select
At the title screen, hold Select and press Start.

Level Skip
Activate the invincibility cheat and begin a game. To skip stages, press Start to pause the game and then press Select to warp to the next level.

WARIO LAND II

Flagman DD Game
Complete the game with 100% Stage Clear, Treasure, and Map Pieces and you will get the final stage and a bonus game, Flagman DD.

First Secret Chapter
To find the first secret chapter in the game, enter the first level. Don't wake Wario up, and the Gooms will kick Wario out of his house. The story will then proceed along a different path.

Traction on Conveyer Belts
To prevent yourself from moving on a conveyor belt, carry an enemy. As long as you're doing this you'll move normally.

WWF WAR ZONE

Finishing Moves
Shawn Michaels: Hold Select, Left, Right, Up.
Kane: Hold Select, Right, Up, Down
Ken Shamrock: Hold Select, Left, Up, Right
Steve Austin: Hold Select, Down, Left, Right
Faarooq: Hold Select, Down, Up, Left
Goldust: Hold Select, Right, Down, Right
Triple H: Hold Select, Up, Left, Down
Mankind: Hold Select, Up, Right, Left
Owen Hart: Hold Select, Down, Right, Left
The Rock: Hold Select, Left, Down, Up
British Bulldog: Hold Select, Right, Left, Down
Ahmed Johnson: Hold Select, Up, Down, Left
The Undertaker: Hold Select, Left, Down, Right

YOSHI'S COOKIE

Extra Levels
When the game starts, set the level to 10. After beating the level, the credits will play. Wait until the credits are over and harder levels will continue after them.

Level Select
At the options screen, set Speed to High, Music to Off, and Level to 10. While the cursor is on Level, press Select repeatedly until the desired level appears. This code will also change the cookies into monsters.

CHEATOS! QUICKIES

TEENAGE MUTANT NINJA TURTLES
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TUROK
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Level 4
GVZNDPBTNG
Level 5
PCVYGRBTDK
Level 6
RCVYGRSTDR
Level 7
VSVYTRSQDG
Level 8
RSQPTNSQNW

TURRICAN
Invincibility
At the title screen, press A, B, B, A, B, A, A, B, A, A, B, A, A to gain invincibility.

Level Select
At the title screen, hold Select and press Start.

BIG ACTION
FOR YOUR SMALL SCREEN



THQ

GAME BOY

GAME BOY



STAR WARS - YODA STORIES

MAY THE FORCE BE WITH YOU!

Assume the role of Luke Skywalker as he trains with Yoda to become a Jedi Knight. Yoda will guide you through puzzle-based missions as you deal the evil Empire one crippling blow after another.

OUT SPRING 1999

SMALL SOLDIERS

BEWARE! THERE WILL BE NO MERCY...

Based on the movie, you assume the role of Archer™, leader of the peaceful Gorgonites™ as you battle to rid the world of the evil Commando Elite.™

AVAILABLE NOVEMBER

STAR WARS - RETURN OF THE JEDI

ARE YOU READY TO CHALLENGE THE DARK SIDE?

Choose your Rebel warrior and relive all the action of the movie as you lead the Rebel assault fleet to destroy Darth Vader and the Evil Emperor. The force will be with you...

OUT NOW

WORLD CUP 98

PLAY YOUR WAY INTO HISTORY!

The only officially licensed game for France '98 on the Game Boy. Join football's elite teams from around the globe in your quest to become World Champion 1998.

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Nintendo

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